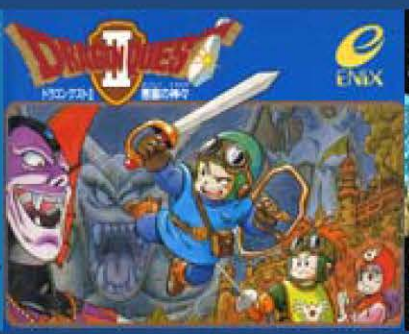
The History of Dragon Quest












































Welcome to this collection of Dragon Quest/Warrior material. I go by the name Karm and I have put this together to show my love & appreciation for this awesome series. Though the title reads The History of Dragon Quest, much of the content includes strategy from various sources to help you along if you choose to use it. I have taken many scans from sources such as Nintendo Power and other various magazines. A big help comes from realmofdarkness.net. Thank you for your help. All materail seen and used here belongs to there respectful owners and I claim no right to them.







The order I have decided to put this in starts with the main series mixed in with their remakes followed by the monster series and then some some spin-off's. There are some titles I did leave out either because I didn't have the right content for it or because I just didn't want it in here. If you're looking for a good source of all of the games then check out woodus.com. At the end I included an extra about the Dragon Quest manga. If you are interested in reading this long and awesome story, you can find it's scanlation at the isozone site in the book section.









The household I grew up with was a Nintendo one and Dragon Warrior games were a part of the collection. My fondest memories of those days were playing DW III. It wasn't until 2001 when DW VII came out and my love for the series really picked up. I've played most of them and I'd say my favorites so far would have to be III for the SNES, IV and the Joker series for the NDS and V and VIII for the PS2. Thank you for looking at this and I hope you appreciate what this series has done to your life.










Table of Contents

Main Series & Remakes:

Dragon Warrior (NES) ..... 006 - 033
Dragon Quest (SNES - J) ..... 034 - 040

Dragon Warrior II (NES) ..... 041 - 053
Dragon Quest II (SNES - J) ..... 054 - 064

Dragon Warrior I & II (GBC) ..... 065 - 104

Dragon Warrior III (NES) ..... 105 - 136
Dragon Quest III (SNES - J) ..... 137 - 148
Dragon Warrior III (GBC) ..... 149 - 164

Dragon Warrior IV (NES) ..... 165 - 185
Dragon Quest IV (PS1 - J) ..... 186 - 198
Dragon Quest IV (NDS) ..... 199 - 217

Dragon Quest V (SNES - J) ..... 218 - 229
Dragon Quest V (PS2 - J) ..... 230 - 244
Dragon Quest V (NDS) ..... 245 - 265

Dragon Quest VI (SNES - J) ..... 266 - 279
Dragon Quest VI (NDS) ..... 280 - 306

Dragon Quest VII (PS1) ..... 307 - 317
Dragon Quest VII (3DS - J) ..... 318 - 320

Dragon Quest VIII (PS2) ..... 321 - 331

Dragon Quest IX (NDS) ..... 332 - 358

Dragon Quest X (Various Platforms - J) ..... 359 - 362

Monster Series:

Dragon Warrior Monsters (GBC) ..... 363 - 384
Dragon Warrior Monsters 2 (GBC) ..... 385 - 410
Dragon Quest Monsters - Caravan Hearts (GBC - J) ..... 411 - 423
Dragon Quest Monsters 1 & 2 (PS1 - J) ..... 424 - 437
Dragon Quest Monsters - Joker (NDS) ..... 438 - 458
Dragon Quest Monsters - Joker 2 (NDS) ..... 459 - 480
Dragon Quest Monsters - Terry's World 3D (3DS - J) ..... 481 - 483
Dragon Quest Monsters 2 (3DS - J) ..... 484 - 486

Spin-off's (A mix of Swords, Slime & Dungeon Series):

Dragon Quest Swords (Wii) ..... 487 - 492
Slime MoriMori (GBA - J) ..... 493 - 496
Dragon Quest Heroes - Rocket Slime (NDS) ..... 497 - 508
Slime MoriMori Dragon Quest 3 (3DS - J) 509
Torneko 2: The Last Hope (PS1) ..... 510 - 521
Dragon Quest - Yangus' Mysterious Dungeon (PS2 - J) ..... 522 - 540

Bonus:

Dragon Quest – Dai no Daibouken ..... 541 - 550

In-depth Information:

Wikipedia Information ..... 551 - 564

DRAGON WARRIOR™

Descendant of Erdrick, listen to my words. It is told that in the past ages Erdrick fought demons with a Ball of Light. Then came the Dragonlord who stole the precious globe and hid it in the darkness.

Now thou must help us recover the Ball of Light, and restore peace to our land. The Dragonlord must be defeated. Take now whatever thou may find in these Treasure Chests to aid thee in thy quest. Then speak with the guards for they have much knowledge that may aid thee.

May the light shine upon thee...

In the year 1986, one of the greatest RPG franchises was born. Dragon Quest was released for the Famicom on May 27th, of that year in Japan. The game was extremely popular, thus leading to a North American release in August 1989 on the Nintendo. The game and many of its future sequels were originally known as Dragon Warrior in the United States, due to another RPG company having a trademark of the Dragon Quest name in North America. Dragon Warrior was created by Enix, who later merged with another major video game company known as Square Soft. In result of the merger the company became known as Square Enix, and shortly thereafter acquired the rights to the Dragon Quest trademark in the United States.



Dragon Warrior begins in the throne room of King Lorik. He tells of your legendary ancestor Erdrick, who fought demons with a Ball of Light. However an arch enemy known as the Dragonlord has stolen the Ball of Light, and it is your task to bring it back. You also discover later on that the Dragonlord has kidnapped King Lorik's daughter, Princess Gwaelin. The King allows you to take the contents of three treasure chests, and also advises you speak to his guards, who may provide information to aid you in your quest. One of the chests contairs gold, just enough to buy Clothes and a Club at the nearest town. When visiting towns it is best to speak to each person, and search all areas for possible hidden entrances. Most towns in the game contain shops which sell weapons and armor needed for battle, as well as other items like herbs and torches. Every town has at least one door that is locked and unable to open. You will be able to enter those doors later on after you acquire Magic Keys.



Besides speaking to villagers and searching for clues and hints in the towns, the other major aspect of the game is battling monsters, which you will do most of the time. When doing battle with monsters, a menu screen pops up asking how the player would like to proceed. There are 4 choices on the menu battle screen, Fight, Spell, Run, and Item. When defeating a monster, you earn Gold and Experience Points (EXP). The gold is used to buy weapon and armor upgrades, or other items. The EXP you obtain during battle is saved into a database, and continues to add on with each monster you defeat. Eventually your character gains levels of experience, and reaching higher levels makes you stronger, and also gives you the ability to learn several spells. When taking attacks from monsters, you lose Hit Points (HP). Your character only has a certain amount of HP, which does increase when your levels rise after gained EXP. When your HP is low it can be replenished by staying at Inns, which are located in most of the towns. The way to save your progress is by speaking to King Lorik in his castle, which is known as Tantegel. If you are defeated in battle, your character transports back to King Lorik's throne room. He gives you another chance to continue, but you lose half of your gold. That is why saving the game often is very important.

Tantegel Castle and its surrounding towns are located on a continent called Alefgard. There are several different towns you can visit, as well as caves which contain monsters. A torch is needed to enter a cave, and you often find treasure in the depths of the caverns. Later on after leveling up your character learns a spell called Radiant, which lights up caves and dungeons better than a standard torch. When first starting the game, it is best to stay close to Tantegel Castle until your character is strong enough to venture farther out to other areas.

Whether you are playing the original version, or one of the ports or remakes, you are sure to discover that Dragon Warrior is one of the finest Role Playing Games ever released.

 Hero	You are a brave warrior and descendant of Erdrick, who has taken this quest to defeat the Dragonlord.
 King Lorik	The King of the world of Alefgard. You must rescue his daughter Princess Gwaelin, and then defeat the Dragonlord.
 Princess Gwaelin	King Lorik's beautiful daughter, who was abducted by the Dragonlord's servants. After rescuing her, you then use her love to aid your quest.
 Hero and Princess	The hero carries the Princess to the safety of Tantegel Castle after a very heroic rescue.
 Dragonlord	The ultimate evil who stole the Ball of Light, and was responsible for the kidnapping of the Princess. It is your job to destroy him, and return the Ball of Light to King Lorik.
 Wise Man	Wise Men can be found throughout the world of Alefgard. Listen closely to their words of wisdom.
 Guard	There are guards all over the towns of Alefgard, as well as in Tantegel Castle.
 Soldier	Soldiers who are traveling throughout Alefgard happen to stay at towns from time to time. They are very knowledgeable and have been almost everywhere.
 Merchant	Merchants have shops set up in nearly every town of Alefgard.
 Man	This is the basic male citizen in each town you will visit. They too can provide information to aid you in your quest.
 Woman	The women of Alefgard, you will come across several that hold important secrets.

Monster	HP	Gold	EXP	Special
 Armored Knight	90	140	70	Healmore, Hurtmore
 Axe Knight	70	165	54	Sleep
 Blue Dragon	70	150	60	Breathes fire
 Demon Knight	50	150	37	-
 Dragonlord	100	-	-	Stopspell, Hurtmore
 Dragonlord (true form)	130	-	-	Breathes fire
Drakee	6	3	2	-
Drakeema	20	20	11	Heal, Hurt
 Droll	25	25	10	Healmore, Hurtmore
 Drollmagi	38	90	22	Stopspell
 Druin	22	16	7	-
 Druinlord	35	85	20	Heal, Hurt
 Ghost	7	5	3	-
 Goldman	50	200	6	-
 Golem	70	10	5	-
 Green Dragon	65	160	45	Breathes fire
 Knight	55	130	33	Stopspell
 Magician	13	12	4	Hurt
Magidrakee	15	12	5	Hurt
 Magiwyvern	58	130	34	Breathes fire, Sleep
 Metal Scorpion	22	40	14	-
Metal Slime	4	6	115	Hurt
 Poltergeist	23	18	8	Hurt
 Red Dragon	100	140	100	Breathes fire, Sleep
Red Slime	4	3	1	-
 Rogue Scorpion	35	110	26	-
 Scorpion	20	16	6	-
 Skeleton	30	30	11	-
Slime	3	2	1	-
 Specter	36	70	18	Hurt, Sleep
 Starwyvern	65	160	43	Breathes fire, Healmore
 Stoneman	160	140	65	-
 Warlock	30	35	13	Hurt, Sleep
 Werewolf	60	155	40	-
 Wizard	65	165	50	Hurtmore
 Wolf	34	50	16	-
 Wolflord	38	80	20	Stopspell
 Wraith	36	60	17	Heal
 Wraith Knight	46	120	28	Heal
 Wyvern	42	100	24	-

VALUES FOR THESE MONSTERS WERE AVERAGED OUT OVER MULTIPLE BATTLES. SOME MAY BE HIGHER OR LOWER THAN SHOWN

DRAGON WARRIOR™

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USE FREELY, BUT GIVE CREDIT!

KURTIN'S DRAGON WARRIOR MONSTER GUIDE



SLIME
3 HP
1 EXP
1 GOLD

NEAR STARTING AREAS



RED SLIME
4 HP
1 EXP
2 GOLD

NEAR STARTING AREAS



METAL SLIME
4 HP
115 EXP
5 GOLD

SOUTH OF HAUKNESS



DRAKEE
5 HP
2 EXP
2 GOLD

NEAR STARTING AREAS



MAGIDRAKEE
15 HP
5 EXP
12 GOLD

NEAR KOL/WEST ALEFGARD



DRAKEEMA
20 HP
10 EXP
21 GOLD

MOUNTAIN CAVE/
GARINHAM'S GRAVE



GHOST
7 HP
3 EXP
4 GOLD

NEAR STARTING AREAS/
NEAR KOL/WEST ALEFGARD



POLTERGEIST
23 HP
8 EXP
18 GOLD

MOUNTAIN CAVE/
GARINHAM'S GRAVE



SPECTER
36 HP
22 EXP
68 GOLD

GARINHAM'S GRAVE



MAGICIAN
12 HP
4 EXP
11 GOLD

WEST ALEFGARD/NEAR KOL/
SWAMP CAVE/MOUNTAIN CAVE



WARLOCK
30 HP
13 EXP
35 GOLD

NEAR RIMULDAR/MOUNTAIN CAVE/
GARINHAM'S GRAVE



WIZARD
65 HP
50 EXP
165 GOLD

HAUKNESS/NEAR CANTLIN/
CHARLOCK CASTLE



SCORPION
19 HP
6 EXP
14 GOLD

WEST ALEFGARD/NEAR KOL/
SWAMP CAVE/MOUNTAIN CAVE



METAL SCORPION
22 HP
14 EXP
36 GOLD

NORTH OF HAUKNESS/
NEAR RIMULDAR



ROGUE SCORPION
35 HP
26 EXP
105 GOLD

NEAR HAUKNESS



SKELETON
25 HP
11 EXP
26 GOLD

NEAR RIMULDAR/MOUNTAIN CAVE/
GARINHAM'S GRAVE/NEAR KOL



WRAITH
36 HP
17 EXP
55 GOLD

NEAR HAUKNESS/
SOUTH OF RIMULDAR



WRAITH KNIGHT
46 HP
28 EXP
118 GOLD

NEAR HAUKNESS/NEAR CANTLIN/
GARINHAM'S GRAVE



DEMON KNIGHT
50 HP
36 EXP
144 GOLD

NEAR HAUKNESS/NEAR CANTLIN/
CHARLOCK CASTLE



DRUIN
22 HP
7 EXP
16 GOLD

MOUNTAIN CAVE/SWAMP CAVE



DRUINLORD
35 HP
20 EXP
80 GOLD

GARINHAM'S GRAVE



WOLF
30 HP
16 EXP
42 GOLD

NEAR RIMULDAR/
GARINHAM'S GRAVE



WOLFLORD
32 HP
20 EXP
70 GOLD

NEAR HAUKNESS/
SOUTH OF RIMULDAR



WEREWOLF
60 HP
40 EXP
152 GOLD

NEAR CANTLIN/HAUKNESS/
CHARLOCK CASTLE



DROLL
25 HP
10 EXP
22 GOLD

MOUNTAIN CAVE/
GARINHAM'S GRAVE



DROLLMAGI
38 HP
20 EXP
82 GOLD

GARINHAM'S GRAVE



WYVERN
42 HP
24 EXP
86 GOLD

NEAR HAUKNESS/
SOUTH OF RIMULDAR



MAGIWYVERN
58 HP
34 EXP
132 GOLD

SOUTH OF HAUKNESS/
OUTSIDE CHARLOCK CASTLE



STARWYVERN
65 HP
43 EXP
147 GOLD

NEAR CANTLIN/HAUKNESS/
CHARLOCK CASTLE



GOLDMAN
50 HP
6 EXP
192 GOLD

NEAR HAUKNESS/
SOUTH OF RIMULDAR



GOLEM
70 HP
5 EXP
9 GOLD

ENTRANCE TO CANTLIN



STONEMAN
160 HP
65 EXP
134 GOLD

CHARLOCK CASTLE



KNIGHT
53 HP
33 EXP
128 GOLD

SOUTH OF HAUKNESS/
OUTSIDE CHARLOCK CASTLE



AXE KNIGHT
70 HP
50 EXP
162 GOLD

HAUKNESS/
CHARLOCK CASTLE



ARMORED KNIGHT
90 HP
70 EXP
136 GOLD

CHARLOCK CASTLE



GREEN DRAGON
65 HP
45 EXP
134 GOLD

NEAR CANTLIN/HAUKNESS/
CHARLOCK CASTLE



BLUE DRAGON
70 HP
60 EXP
148 GOLD

CHARLOCK CASTLE



RED DRAGON
100 HP
100 EXP
135 GOLD

CHARLOCK CASTLE



DRAGONLORD
??? HP
??? EXP
??? GOLD

DRAGONLORD TRUE FORM
??? HP
??? EXP
??? GOLD

CHARLOCK CASTLE

HEAL · HURT · SLEEP · STOPSPELL · HEALMORE · HURTMORE · HIGH DEFENSE · SWIFT ENEMY · BREATHES FIRE

If you have any questions you would like answered, or anything to add to this page please send an email

1. Where are the keys sold? 3 Locations, the first place you will find them is in the town of Rimuldar. The keys are sold in the shop located in the Northwest corner. You have to walk along the grass to your right when you first enter Rimuldar, right before the bridges. The second shop that sells keys is located in Tantegel Castle, however you need a key just to get into the area where the shop is. Finally, you can find a key shop in Cantlin, for the most expensive price of 98 gold.

2. Where are the Stones of Sunlight? They are located in the dungeon of Tantegel Castle, which is in the Southeast corner. You will need a key first to enter.

3. How do I get the Wise Man in the shrine south of Rimuldar to give me his treasure chest? You need to have Erdrick's Token first, then take that along with the Stones of Sunlight and Staff of Rain to him, he will then make the Rainbow Drop.

4. Where is the Silver Harp? It is deep within the Grave of Garinham, follow the directions on the map to get to it.

5. Where is Princess Gwaelin hidden at? In the Swamp Cave, you have to defeat a Green Dragon before rescuing her.

6. Where is Erdrick's Token located? It is Southeast from Cantlin, 70 South and 40 East of Tantegel if using Gwaelin's Love as a compass. It's location is noted on this World Map.

7. Where is Erdrick's Armor? In Hauksness, you must defeat the Axe Knight first to get it.

8. Where is Erdrick's Sword? In Charlock Castle, follow directions on the map.

9. Where is the Fairy Flute at? 4 steps south of the bath in Kol.

10. Where is the Grave of Garinham entrance? First you need a key to get into the large grey building. Then go towards the Northwest wall and there will be a 2nd door, you must search for it. This map shows the door already open so you know where to search.

11. I am stuck in Charlock Castle, how do I get to another floor from the main one? There is a secret staircase behind the throne, you must hit the search button to access it.

12. How do I defeat Golem, the monster who guards Cantlin? Playing the Fairy Flute immediately puts him to sleep. He may wake up during battle, if so just play the flute again.

13. What happens if I agree to join the Dragonlord and share half the world with him? He says "Thy journey is over. Take now a long, long rest. Hahahaha..." and then the stat screen turns red while the game freezes up. You have no choice but to reset, therefore you lose whatever you did during that period of playing since you could not save.

14. Is it possible to beat the game without saving the Princess? Yes it actually is. You can still beat the game without saving her, and get just about the same ending. She obviously wont be in the ending, and a few people say the same quotes about rescuing here, but the King will still send you on your way after you defeat Dragonlord.

Tips

- You start the game with a limited amount of gold, buy the Club and Clothes from the weapon shop at Brecconary, the Club is the best weapon to start the game with.

- Do not try to fight the Dragonlord until you are equipped with Erdrick's Sword, Erdrick's Armor, and the Silver Shield.

- Instead of throwing the Cursed Belt or Necklace away, sell them at item shops.

- If you do get cursed by equipping one of those items, there is a Wise Man in Brecconary who can lift the curse at no charge. His location is noted on this map.

- Every time you cross a bridge be prepared because the monsters are always stronger on the other side.

- The Wise Man in Tantegel restores you MP each time you speak to him. His location is noted on this map.

- You can fight the Axe Knight in Hauksness over and over again for an easy way to build your experience and gold. After defeating him, walk away 1 step and return to the same spot to fight him as many times as you desire.

- The Magic Armor and Erdrick's Armor both restore HP when walking. Also you can walk through swamps without losing HP when equipped with Erdrick's Armor.

- There is a glitch in which many of the treasure chest replenish themselves when you leave and re-enter the town or dungeon.

- You can start the game with higher stats if you enter TEST as your name.

- You can start the game with lower stats if you enter ENIX as your name.

40 different monsters appeared in the game, including 2 different forms of the Dragonlord. This is the smallest Monster List of any game from the series.

Monsters were divided into families in which similar sprites were used for other members, but with slight variations like holding a weapon, or a different color scheme. For example, the Slime is Blue, and the Red Slime is the same sprite, but with a red color. This monster family concept has been used on every game from the series.

Most monster families from this game consist of 3 members each except for Drolls and Druins, which are 2 members, and Skeletons, which have 4 members.

The Dragonlord and Golem are the only 2 monsters that you encounter just once in the game.

The Slime became the face of the franchise, appearing in every single title from the series including all spin-offs.

The Metal Slime has also appeared in just about every single title from the franchise.

Other Monsters from this game that have been regulars in most of the games include the Red Slime, Wyvern, Magiwyvern, Drakee, Green Dragon, and Golem. Some of them have undergone name changes in recent titles.

Known as Dragon Quest in Japan, however when this game came to the U.S. it was called Dragon Warrior to avoid any trademark conflicts with a pen and paper role playing game at the time, which was known as DragonQuest.

The Japanese version of the game contains different dialogue that includes swearing.

Erdrick is known as Roto in the Japanese version.

Instead of a game battery, the Japanese version used passwords to save your data.

This is the only game from the main series in which you have just 1 character, and never acquire any new party members.

Enix originally wanted to include more characters in your party on this title, but was unable due memory capacity issues.

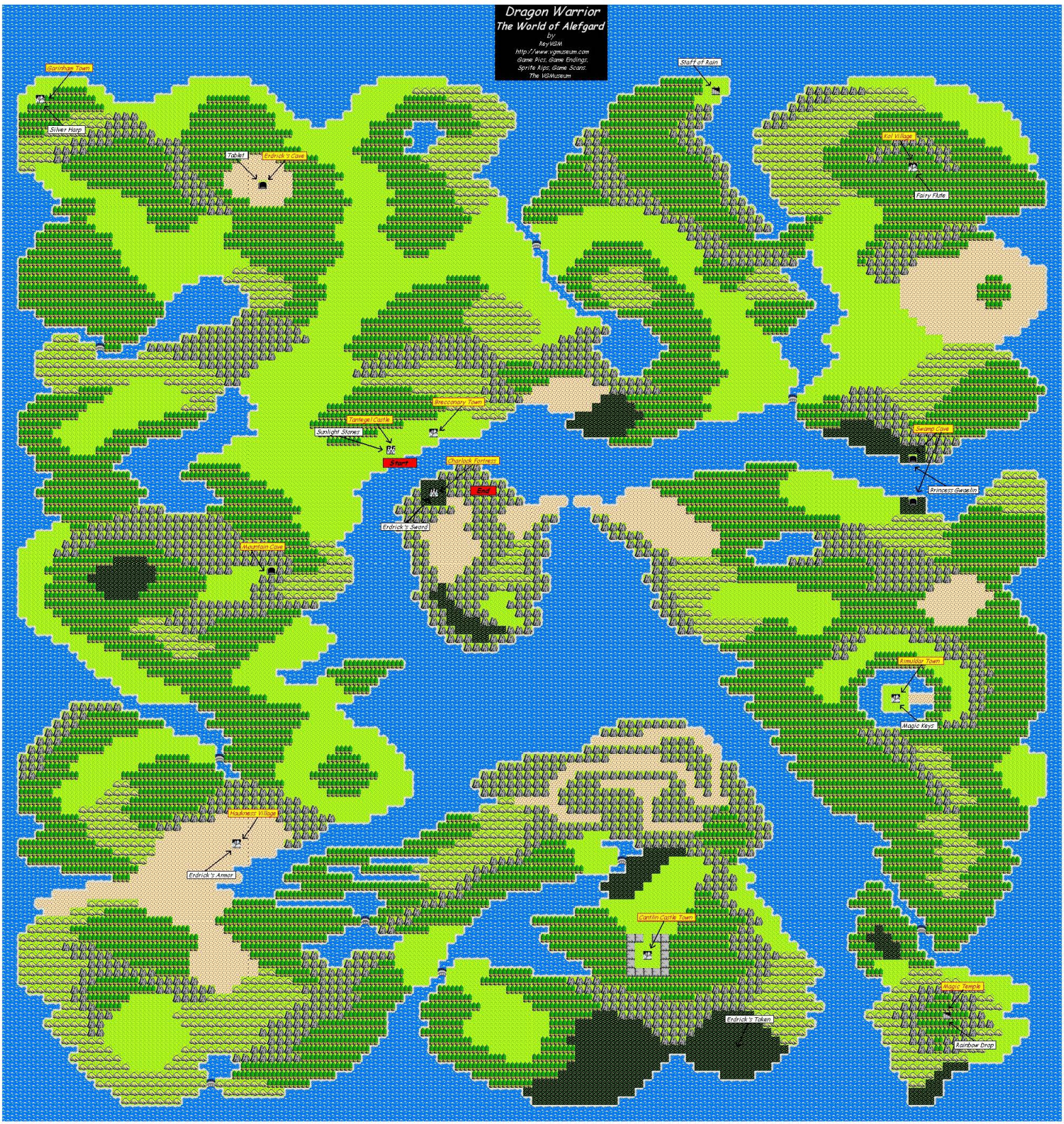
This is the only Dragon Warrior game in which you had to hit a command "Stairs" when you wanted to go up or down them. In future versions your character automatically moves when walking over the stair tiles in the games.

With only 40 monsters, including 2 versions of the Dragonlord, this title has the fewest amount of monsters than any other game in the series.

Golem and the Dragonlord are the only 2 monsters in the game that you fight just once.

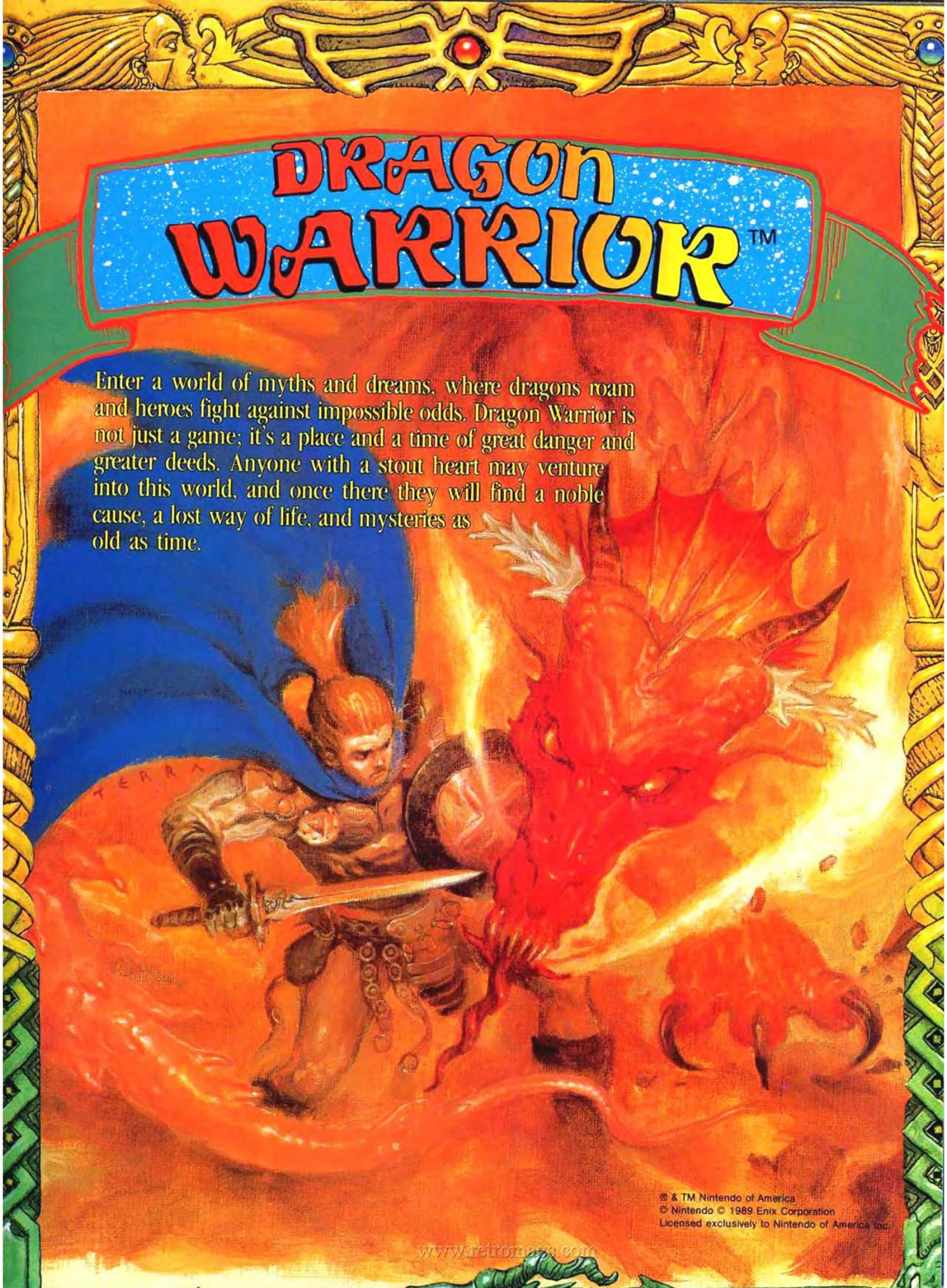
The Slime and Metal Slime are the only 2 monsters that have appeared in all 9 of the main Dragon Warrior/Dragon Quest games.

NES Game Genie Codes **Some codes only work when starting a new game**	
Code	**Effect**
VKVLPP	Walk through walls, but might get stuck. Sometimes normal terrain acts as walls
AEVGUIZA	Take no damage in swamps
SXOIVLSA	Infinite MP and Spells use 0 MP
VKOIVLSA	All spells use only 1 MP
VVOYYTSA	Start with 256 gold, Healmore Spell, and Princess is already rescued
VVPYAT	Start game with 65,535 gold, Level 30, Magic Key, 9 Herbs, Erdrick's Sword and Armor, Silver Shield, and also watch the game ending
VVPYLT	Start game with Hurtmore, Princess saved, 4 Silver Harps, 8 Herbs and Magic Keys, Flame Sword, Magic Armor, and Large Sword, Level 29, 65,535 gold, 65,280 EXP, Max HP 200, and 218 MP
VVPYZT	Start game at Level 6, 255 HP, Heal and Hurt spells
YAKKEVYA	Barriers cause half usual damage
ZTZTLT	Excellent hit every time
GLSPOTPE	60 EXP for defeating Slimes
IYSPOTPE	125 EXP for defeating Slimes
NYSPOTPE	255 EXP for defeating Slimes
GLVPOTPE	60 EXP for defeating Red Slimes
IYVPOTPE	125 EXP for defeating Red Slimes
NYVPOTPE	255 EXP for defeating Red Slimes
GLNPOTZE	60 EXP for defeating Drakees
IYNPOTZE	125 EXP for defeating Drakees
NYNPOTZE	255 EXP for defeating Drakees
LTSPXTZA	85 gold for defeating Slimes
NYSPXTZE	200 gold for defeating Slimes
LTVPXTLA	85 gold for defeating Red Slimes
NYVPXTLE	200 gold for defeating Red Slimes
LTNPXTLA	85 gold for defeating Drakees
NYNPXTLE	200 gold for defeating Drakees
AAKPNOZA	Buy Bamboo Poles for free (Everything below will always show normal price in shop menu)
AAKOOOGL	Buy Clubs for free
AAKOUPKL	Buy Copper Swords for free
AAKOVPZA	Buy Hand Axes for $48
AASPEPIA	Buy Broad Swords for $220
AASPEPIA AAKONOKI	Buy Broad Swords for free
AASPXPTZ	Buy Flame Swords for $72
AASPNPTG	Buy Leather Armor for free
AASOXPPA	Buy Chain Mail for $44
AASOKPLA	Buy Half Plate Armor for $232
AASOKPLA AASOUOET	Buy Half Plate Armor for free
AASOVOLA	Buy Full Plate Armor for $184
AAVPEOTP	Buy Magic Armor for $20
AAVPUOZI	Buy Small Shields for free
AAVPVPLA	Buy Large Shields for $32
AAVOEOPL	Buy Silver Shields for $208
AAVOEOPL AAVPNPEI	Buy Silver Shields for free
AAVOOOAP	Buy Herbs for free
AAVOSOAA	Buy Torches for free
AANPUPGP	Buy Dragon's Scale for free
TEOPNPAA	Buy Erdrick's Sword at Brecconary for $2
IEOOXPYE	Buy Erdrick's Armor at Brecconary for $2
PASNILYA	Move up to level 2 after first battle
AASNILYA PASNYLYP	Move up to level 3 after first battle
AASNILYA AASNYLYP PAVYPUYZ	Move up to level 4 after first battle


Dragon Warrior
The World of Alefgard
by
keyVSM
http://www.vgmuseum.com
Game Pics, Game Endings,
Sprite Rips, Game Scans.
The VGMuseum
Garinham Town
Silver Harp
Tablet
Erdrick's Cave
Staff of Rain
Kol Village
Fairy Flute
Brecconary Town
Tantegel Castle
Sunlight Stones
Start
Charlock Fortress
End
Erdrick's Sword
Swamp Cave
Princess Gwaelin
Mountain Cave
Rimuldar Town
Magic Keys
Hauksness Village
Erdrick's Armor
Cantlin Castle Town
Magic Temple
Erdrick's Token
Rainbow Drop

DRAGON WARRIOR™

Enter a world of myths and dreams, where dragons roam and heroes fight against impossible odds. Dragon Warrior is not just a game; it's a place and a time of great danger and greater deeds. Anyone with a stout heart may venture into this world, and once there they will find a noble cause, a lost way of life, and mysteries as old as time.



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www.retromags.com

Born of Legend: An R.P.G.

It's been a long time in coming, but finally there is a Role Playing Game for the NES that draws you into the heart of the action. In the distant land of Alefgard, a story unfolds with you as the hero, a descendent of the great warrior, Erdrick, who once fought and conquered a great evil. Now it is your turn, but as a newcomer to this world you are ill prepared for the monumental task that lies ahead. Alefgard cowers in the shadow of a despotic Dragonlord. The King's daughter has been abducted. Monsters terrorize travelers and the good people who live in the many villages and towns. Only you can prevent total desolation of the kingdom. But you must grow strong and learn many secrets before challenging the Dragonlord. To every corner of the land you must go, but will you return . . . ?

So just what is an R.P.G.? It's a game in which you take on a role, like an actor in a play, except in the game you don't have a script to follow. Everything that takes place is dependent upon the choices you make as you search for gold and information and battle through the wilderness between towns. Each time you give the command to fight an enemy, unlock a door, or speak to a passing peasant, you are changing the course of the action. Success in this world is achieved by building the strength of your character and gathering information because you begin the game with nothing but a name.



Your quest leads through fields, deserts, mountain passes and forests. Towns appear small from outside their protective walls, but this is an illusion.



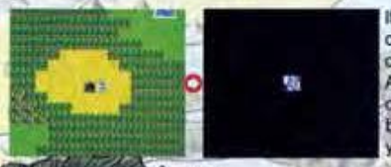
Actually, the towns are large. When the screen changes, you can visit shops for tools and weapons. Be sure to talk to the people you meet.







Stand still for a moment anywhere in the outer world, or in a town, and a window will appear in the upper left corner of the screen. The HP, MP, G and E stand for Hit Points, Magic Points, Gold and Experience respectively.



If you find one of the dark caves of Alefgard, stand over it to enter, but go in only if you have a light.

Unlike Any Before!



Learn magic and raise your Level with Experience Points.



Spells are learned one at a time as you reach designated levels of Experience. There are ten Spells altogether, and the final one is learned when you reach Level 19.

You don't have to be a video ace to succeed in this game as in so many action or shooting games. You can plan each move with care. Take all the time you need. Once you have developed a strategy, you select a command and enter it. The result of your action is then seen. Quick reflexes won't help you as much as a good memory, so this is truly a game that anybody can play, young or old, novice or power player.



A monster suddenly attacks! It's now up to you to choose one of your four commands.



If you defeat the fiend, you will earn Experience Points and Gold for the effort.



When the Gold is heavy in your pockets, visit a town for new weapons and a rest at the inn.



There is much to see and do in Alefgard before you will be ready to face the wrath of the Dragonlord. In fact, you must perform a number of tasks in order to progress in the game and prove yourself worthy. Slowly, as your strength grows and your knowledge of this world increases, you will begin to piece together the puzzle that has been left to you by your ancestor, Erdrick, who foresaw your coming. When you decide to stop play for awhile, use the SAVE feature, which allows you to store all the tools, weapons, Gold and Experience that you've earned up to that point. All this is held in memory for continued play later.



TALK

The World of Dragon Warrior!

A major part of any Role Playing Game is the need to accumulate knowledge. In Dragon Warrior, much of the critical information is gleaned from conversations with townsfolk. It is imperative that you use the TALK command whenever you meet someone new.



Although some people won't be of much help, talk to each one and listen carefully to their words. Sometimes a vital clue is hidden in old stories and rumors.

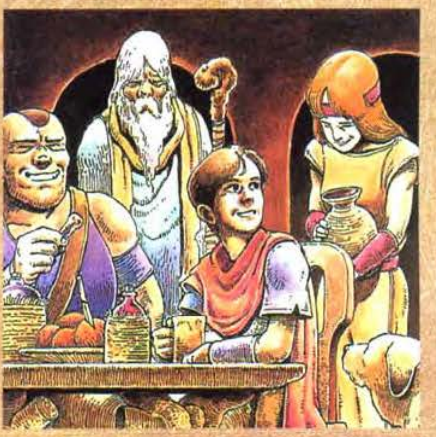


Talk to people by facing them directly and choosing TALK.

Don't be shy. Most people know who you are and want to help you.

In the end, you will face the Dragonlord alone, but to reach him you need the wisdom and aid of all the people of the kingdom. You may even wish to write down what people say.

Any word could be a piece of the puzzle.



At first, some of what you hear won't make sense. Later, when speaking to other people, you may learn the hidden truth of what was said earlier.





One of your tasks is to save the Princess. But where is she?



It is revealed that you must seek her somewhere in the East.

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The World of Dragon Warrior!

Instead of the hand-to-hand combat common in action games, in Dragon Warrior you choose from one of four action commands: FIGHT, SPELL, RUN or ITEM. Choose carefully as you might not have enough Hit Points to survive an attack.

FIGHT

Choosing FIGHT initiates an attack. The outcome is determined by a comparison of your strengths to the strengths of your enemy. High levels and good weapons greatly help.



Once an enemy appears, the choices are all yours.





Selecting the best command takes full knowledge of your strengths.

The key to success is making good choices.



Earn Gold by defeating enemies. Stronger foes are worth more. Then at the inn, recover Hit Points (HP) and Magic Points (MP).



Earn Experience Points by defeating enemies—the stronger the enemy the more points you earn toward raising your Level.

Select SPELL and a list of Spells appears in a window. Some of the Spells help you fight and some have special purposes but are of no use to you in battle. Before choosing a Spell, consider your status—your HP and MP—and the type of enemy, as certain Spells are best used on particular enemies. If you choose ITEM, only the Herb helps in a fight.



Save up Gold for quality weapons.



Making such a choice is not easy. Take what you need.

ITEMS

The World of Dragon Warrior

Your journey through Alefgard will be long and perilous, but you can lessen the danger and the toil by taking various items with you. In fact, many are essential to the success of your quest. A few items are shown below as a sample of what to expect.

Use your items sparingly and only when it is appropriate.

During, or after a fierce battle, you can use the Herb to restore much of your Hit Points (HP).



Regain HP even in the heat of a battle by choosing ITEM and Herb.

There will come a time when you must enter dark caverns and dungeons. Prepare for this by purchasing a Torch.



Selecting ITEM also allows you use of the Torch in dark places.

If you become lost and low on HP far from a town, use the Wings of the Wyvern to deliver you back home.



Return to the King's castle using the magical Wings.



Herb



Torch



A Wings of the Wyvern

SPELLS

The World of Dragon Warrior

Only through raising your Level of Experience will you gain the wisdom needed to learn and use the ten magic Spells. Simple Spells are learned first. Later, as your Level increases, you will learn ever more powerful SPELLS to aid in your quest.



SLEEP

Upon reaching Level 7, you will learn the Spell of Sleep. Chant this Spell at your enemy and it will nod off, leaving itself open to attack. Make use of the moment as the creature may wake up soon. Against some monsters, Sleep will have no effect.

When the Skeleton draws near, cast him in a Spell of Sleep, then attack. Awake, he is a fearsome opponent!





Once the enemy has been put to sleep, you can attack without fear of losing Hit Points.

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HURT

Wound your enemy with a chanted word. The cost is only two Magic Points (MP). But there are some enemies who can block this Spell.



SPELLBLOCK

Many creatures know Spells of their own. If attacked by an enemy who uses Spells, use Spellblock right away. It will protect you from evil.



REPEL

Most creatures will stay away in the overworld if you chant this Spell. It is like a cloak of protection, but it lasts only a short time.



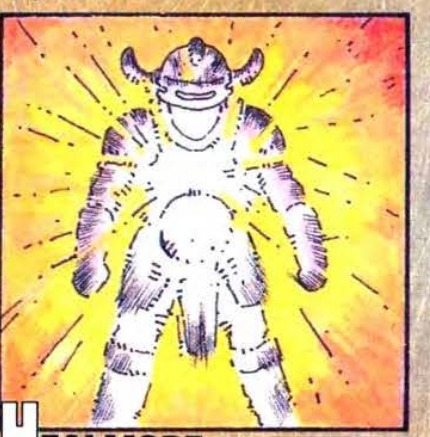
HEAL

When the fighting makes you weary and your Hit Points are low, use the Heal Spell to recover much of your lost energy. Five MP is the cost.



OUTSIDE

If you become lost or your Hit Points are nearly spent inside a dungeon, chant Outside to escape. You will be transported safely to the outer world.



HEALMORE

Much more powerful than HEAL, this Spell is a great boon at the end of your journey when you must face the fiery breath of dragons.



RADIANT

Don't waste Gold on Torches once you've learned this Spell. In the darkest caves, the Radiant Spell provides enough light for a search.



RETURN

Like the Wings of the Wyvern, this Spell can speed you home from a great distance. Use it when you want to Save the game.



HURTMORE

Wyverns, dragons, and other evil monsters can be struck down by this potent Spell. On the other hand, some of them may use it on you!

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The World of Dragon Warrior!

Enter the Realm of Heroes!

Strategy and planning are the keys to success. Without a plan, the Dragonlord's servants will make short work of you. The following tips should help any newcomer to Alefgard, even heroes and Dragon Warriors. Read on now, and learn well the lessons taught.

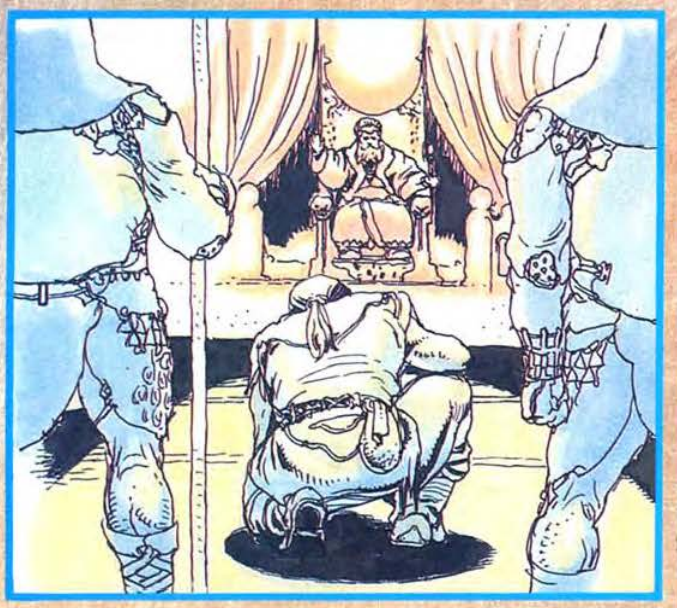
Turn on the power and the title screen appears. Press Start. Now you've reached the screen where you enter your name or any name you choose. Whatever name you enter now will be used throughout the game. In this case, the player's name is Nester.



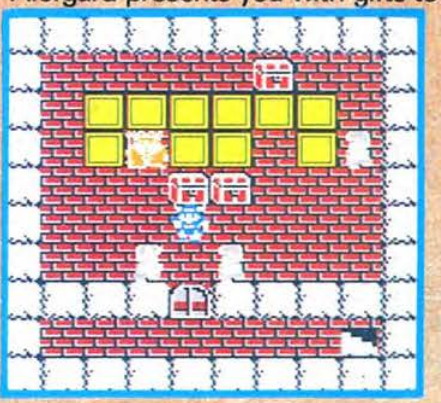
Use your own name, the name of your favorite hero, or create a new hero.



Your Quest Begins In The Throne Room.



From beyond the borders of Alefgard you have come to King Lorik's court, where it is told that you are the descendant of the legendary Erdrick. The King himself tells you of his country's plight, how the darkness grows, and that you must help. Then King Lorik of Alefgard presents you with gifts to help you on your way. Also, you are bidden to speak to the guards, who know much and can offer sound advice for your journey. Then it is time for you to depart. Use your key and then the STAIRS command.





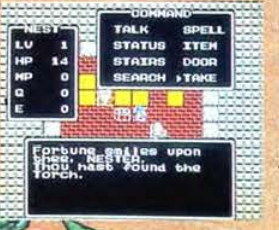
Once you have a name, you will be brought to the throne room for an audience with the King. Learn some of the history of Alefgard, and of your quest.

The King offers you gifts and you would do well to take them.

Good King Lorik has sent you upon a quest to restore peace to the land. But he knows you are new to the world, and he offers you gifts to help you on your way. In fact, without one of the gifts, you can't leave the room.

Claim the contents of a Treasure Chest by standing over it and pressing the A Button to activate the command screen.





When the command window opens, move the cursor to TAKE and press A again. The treasure or item is now yours.

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Speak to the Inhabitants of the Castle.

In the castle you will find soldiers, merchants, retainers and others. They can tell you much of what has happened both in Tantegel Castle and in the surrounding country. Listen for clues and write them down.







The people of the castle are busy and will speak only if spoken to. Be assertive. Face a person then push the A Button to bring up the command screen. Then select TALK. The person's words appear in a box on the screen. Arrows indicate if there is more to be said.



You must find a source of keys before you can speak to this man.

Beyond the walls of Tantegel Castle the screen shifts to Walkabout Mode.

Once you have stepped beyond the safety of strong walls and armed guards, you are fair game to the monsters which lurk throughout the vast continent of Alefgard.



You may have the King's blessing, but you also need weapons.



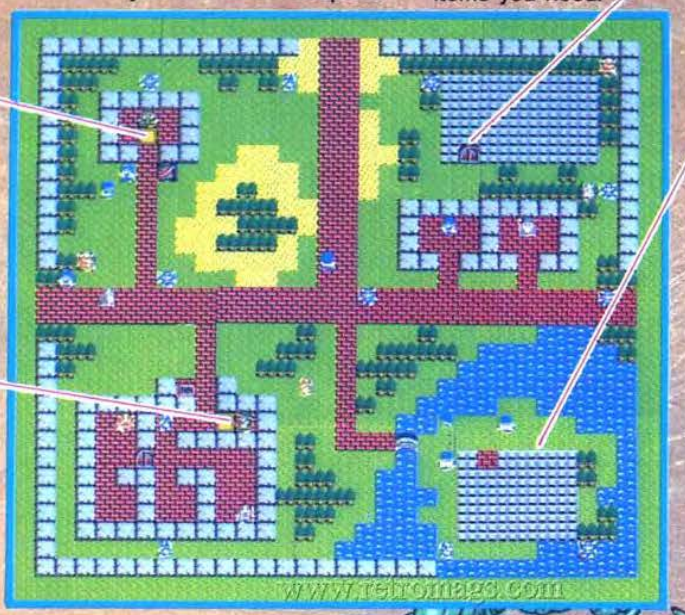
Go to Brecconary near the castle and buy the items you need.



Closed doors will remain closed unless you have a key to unlock them.



Speak to the man over the counter to buy weapons.



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This building has no door. You can walk straight in.



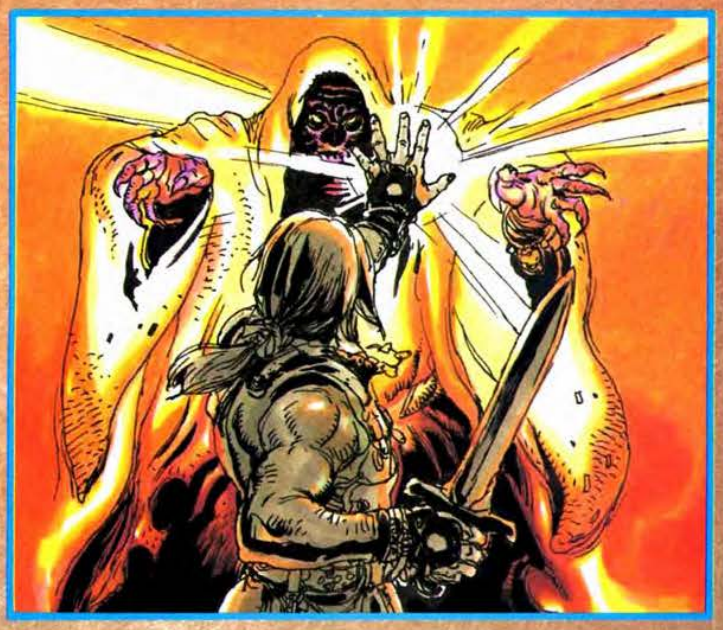
Stay the night here to restore your HP and MP.



The tool shop inside offers Torches and Herbs for sale.

At long last it is time for the hero to prove the legends true.

Once you have purchased a weapon—either the club or the bamboo pole—it is time to enter the wide regions beyond the town. At first you will be on the plains around Brecconary and Tantegel Castle. There you will encounter creatures called Slimes that appear suddenly. Enemies spring up without warning.



Strategies For Your Adventure!



Many useful items have I found. 'Tis now time to go!

Hark! A Red Slime!







To flee or not to flee . . . ?

Curses! The fiend doth attack! Aaahhh! I am wounded!



With 120 pieces of gold in your pouch, your first stop should be the shops of Brecconary. There you will find weapons, armor, and items that you will need later in the overworld like medicinal herbs. While in the town, you should also speak to all the citizens.



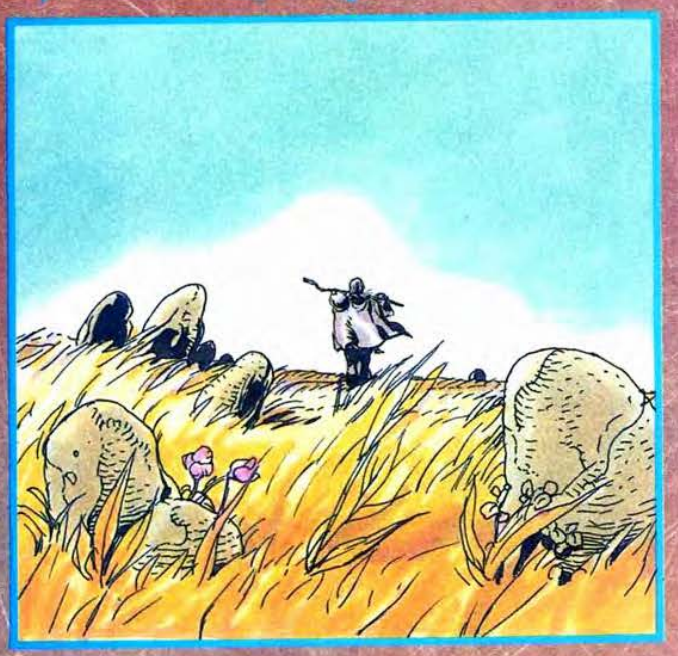
Enough Hit Points have I left to go yet another round.



Master these basic strategies . . .

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Alone now, you enter the wilds of Alefgard.



Without any warning the beast attacked!

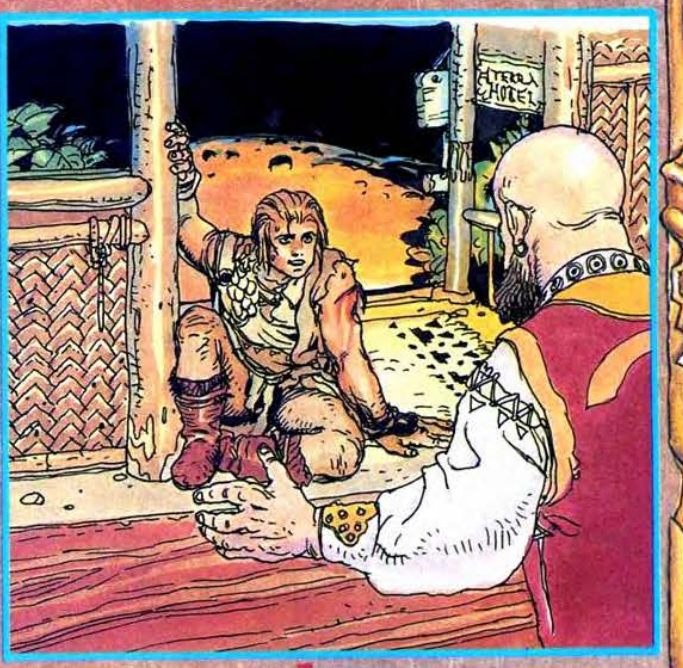




Alas, my HP is low. I must run while I can.

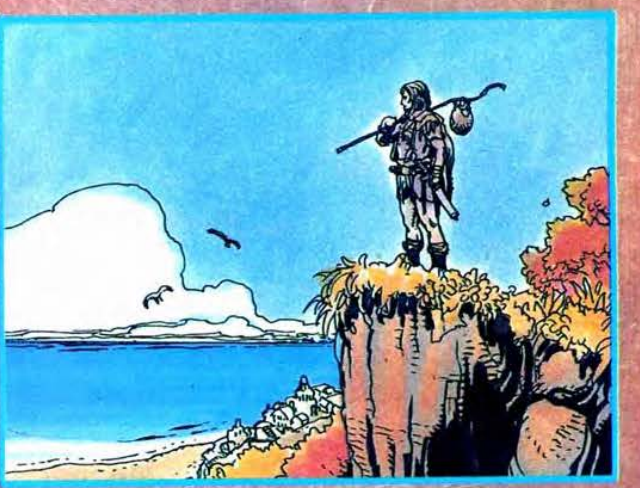


Sooner or later an enemy will draw near. If it is too strong or your HPs are low, RUN!



After a night's rest at the inn, I feel fit enough to fight a dragon.





Such is Dragon Warrior—a game of high adventure and dark secrets, treasure to be won and tasks to perform. Once you enter this vast and captivating world, you may find it difficult to leave.

Thy Quest Begins...

Upon entering the world of the Dragon Warrior, you become the hero, the brave descendant of Erdrick, who must seek out and battle against desperate evil. Only you can help save the Princess and defeat the Dragonlord. The role you play will determine the outcome of the game and the future of the world.

1 Rescue the Princess!

Your first task is to find King Lorik's only daughter, Gwaelin, and bring her home. Do this and greater adventures will await you.



2 Defeat the Dragonlord!

In the desolate castle of Charlock, the Dragonlord gloats over the sacred Ball of Light. Win back this prize and peace will be restored.



GAME START

Gather Clues and Rumors!

Townsfolk throughout the kingdom have much to tell you. Listen closely for crucial clues.



Search for Treasures!



Certain items must be found if you are to win. Many people reveal secrets that will help.

Gaining Experience!



Earn Experience Points in every battle to increase your speed, strength and magic.



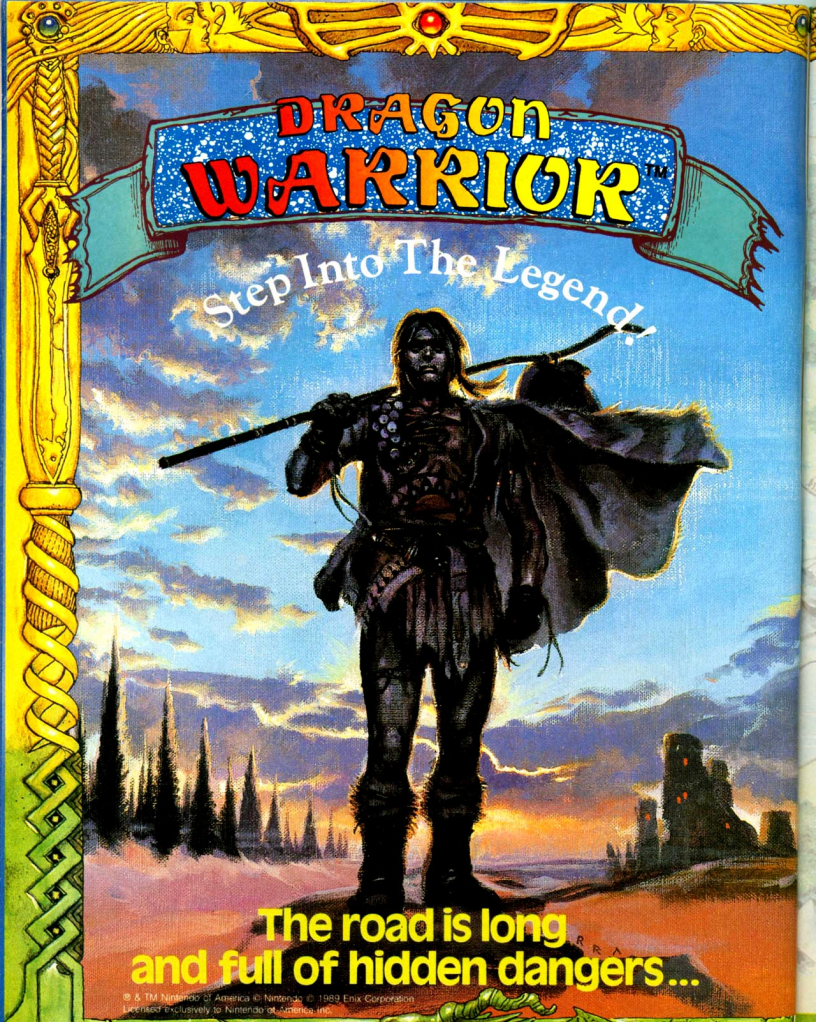
Learn spells as you rise to new levels.



Gold won in battle pays for weapons and armor.

Defeat the Dragonlord!

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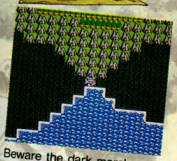
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Role Playing Adventure for the NES!

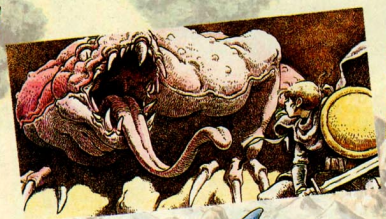


Never before have you experienced this kind of adventure on your NES. Beyond hope and fear, you must conquer implacable foes, solve riddles as old and as dark as the caves of Alefgard, and dare to face hardship and heartache that would break many a great warrior. In the last issue you learned about the importance of spells, items and listening to villagers. Now it is time for you to set out on your grand quest. Indeed, the challenge of a lifetime awaits those brave and adventurous souls who answer the call to restore peace to Alefgard.





Beware the dark marshes of poisonous thorns.





To cross this channel you'll need great wisdom.





Treasures and terrors dwell in the caves of Alefgard.



Not all the towns are places of commerce and rest.



Bridges are not the only means by which one may cross the sea.

Tantegel Castle and the Town of Brecconary.

TANTEGEL CASTLE



There is more to this castle than you may think. Be sure to explore it thoroughly.

Your quest in Alefgard begins in the heart of the kingdom. Here you will find information, weapons, tools, and a bed at the Inn. In the future, if you return, you'll find that you are still welcome.



BRECORY



Almost everything you will need can be found in Brecconary and other towns.

To Save, See the King.

As your quest is bound to last many days, at some point you will want to stop and save your progress. Return to King Lorik in the castle and follow his instructions. Later, resume play at the same point.



The King saves your deeds on an Imperial Scroll.

After reaching a new Level, go to the castle.





Recover HP at the Inn.

During battle you are sure to receive a few wounds. Each time you do, your Hit Points will be reduced. If your HP is too close to zero, you're in critical condition.



The Text turns orange when your HP is too low.



After a stay at the Inn your HP is at maximum.

Begin with the Bare Neccesities.

When you first visit Brecconary, your supply of gold is slim. Most items are too expensive. For now, buy the items you can afford.



Your choice is limited.

Clothes



Buy clothes for protection.

Club



Buy the club for fighting.

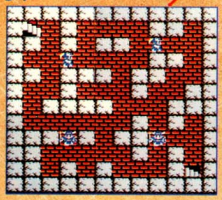
Explore Erdrick's Cave.

As you fight monsters, your experience will increase and your Level will rise. You will begin to venture further afield and discover new mysteries. One such mystery is the cave northwest of Tantegel Castle. Inside you will find a puzzling maze, but if you persist you will eventually find the tablet left by Erdrick so long ago.



Entrance

B-1

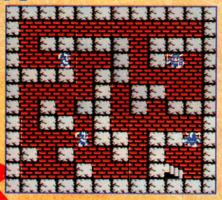


Upon first entering the cave, you will find that you cannot see to move about. If you brought a torch, select it from the item list. Now a small patch of the floor is revealed. Use the map shown here to explore the maze.

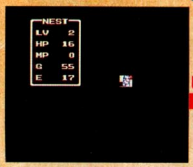


Be patient and explore each corridor.

B-2



Discover the past!



If you enter the cave without the torch, leave quickly.

Use the Torch



Even with the torch you must search for the tablet.

Erdrick was not only a legendary warrior, he was also a great wizard who could glimpse the future. In his tablet, he left important clues to help the hero who would follow; that hero is you. Although all that is said may not make sense at first, in time it will. The message contains secrets known only to Erdrick. And only he has faced an enemy as evil as the Dragonlord.





"NORTH ALEF

DANGER LURKS IN THE WILDS OF ALEFGARD!

When first you set foot in the wilderness, you are ill-prepared to meet many foes. With a club and clothes as your only protection, you would be wise to seek out the weakest of enemies. You will learn to fight and at the same time increase your experience, gold, and level. Once your level has risen, you can travel further and battle stronger enemies.

Creatures of North Alefgard

Slime

The Slime crawls out from under rocks to attack. Battling them allows you to gain valuable experience.

Red Slime

A Slime is a Slime by any name. A Red Slime puts up a better fight, however.

Drakee

Like a baby dragon, Drakees can fly. Use the HURT spell or fight it with the club.

Ghost

Although he's laughing at you, if you attack when you're strong the last laugh is yours.

GARD"

Bridges to Adventure!

The land of Alefgard is divided by many channels, bays, and arms of the sea. In your quest you must cross many bridges. Each leads to greater dangers.



West of this bridge are weak Slimes.

Be Careful



But in the east you face Scorpions.

Scorpion

Cast the spell of SLEEP on this monster, then finish it off with your club. A sleeping monster cannot fight back.

Magidrakee

More powerful than a Drakee, this creature knows magic and can cast Hurt spells at you.

Magician

With magic and stamina the Magician will attack those unwary travellers who trek far from the safe walls of Tantegel.

Skeleton

A determined and fierce opponent, the Skeleton does not give up easily. Try putting him to sleep, then attack.

Warlock

The Warlock's spells are dangerous. Make sure your Hit Points are high if you challenge him to battle.

Raise your level by fighting!

Each time you defeat an enemy you will gain experience points. When you have accumulated enough experience points your Level will rise. Higher levels allow you to learn spells. Your speed and strength will also increase. Raising your levels should be your first goal once you leave the safety of Brecconary.



Once you have earned enough experience points in battle, your Level will go up. It's a good time to save your game.

Only experienced heroes can face this.





It will be a long time before you can defeat a dragon.



Your strength, agility, attack and defense power increase as your Level rises.

Level 3: Journey to Garinham!





In the far Northwest corner of Alefgard is the ancient town of Garinham. Many secrets lie locked behind the doors of this village. As in all towns, it is important that you talk to everyone and explore everywhere.

Unlock the Secrets!

Garinham holds a terrible secret locked away from all prying eyes. In time you will have to venture into the darkness and face the hidden curse.

Learn a Spell at Level 3!

As you reach higher Levels of experience you will sometimes learn a new spell. At Level 3 you learn the first spell. Further spells are learned when your Level rises.



The power of the Hurt spell, which you learn at Level 4, allows you to defeat creatures that once seemed invincible. Use this magic wisely.



Strategy Tips for Levels 1–5

The greatest heroes of old always kept in mind the necessity of caution. They knew that the quickest method to build up gold and experience was to take one step at a time. It is still good advice. If you wander away from the relative safety of the plains that surround Tantegel Castle and Brecconary when your strength is still low, chances are you won't get very far. Let patience be your guiding word, then once you have reached a higher Level you will be able to push further into the unknown lands.

Levels 1 & 2

Your first and greatest need is for experience. Only by defeating many Slimes and Red Slimes will you gain the experience points necessary to increase your Level. At the same time, you will collect much gold.

Level 3

Having learned the spell of Heal, you can now attack more dangerous creatures. When wounded, simply chant the spell and heal yourself, then resume the battle. At this stage, you'll want to begin exploring further north and west toward Garinham.

Level 4

By the time you have reached Level 4 you have probably visited much of North Alefgard. Turn now to the east and the town of Kol where new mysteries and wonders await you in the heart of an ancient forest.

Level 5

In Kol you will find magical items for sale. Be sure to buy one of these, then search throughout the town for other hidden secrets. If you need more help, don't despair. The next two issues of Nintendo Power will feature special tip book inserts.



Alefgard, a continent ruled by King Lars XVI of Tantegel, has been transformed into a world of monsters by Dracolord. The Evil Dracolord has easily rebuffed every effort to defeat him. One day, an oracle prophesied:

"In the distant past, the legendary hero Roto defeated the demon king and saved Alefgard from the black shadow of evil. A descendant of Roto will soon arrive. That progeny will bring the Dracolord to justice!"

Several years later, just as predicted, a hero descended from Roto appeared. The hero's long quest now begins!



Released on December 18th, 1993 for the Japanese Super Famicom (SNES), this is a remake of the original Dragon Warrior game from the NES.

Dragon Quest begins in the throne room of King Lars. He tells of your legendary ancestor Roto, who fought demons with a Light Orb. However an arch enemy known as the Dracolord has stolen the Light Orb, and it is your task to bring it back. You also discover later on that the Dracolord has kidnapped King's daughter, Lady Lora. King Lars allows you to take the contents of three treasure chests, and also advises you speak to his guards, who may provide information to aid you in your quest. One of the chests contains gold, just enough to buy Cloth Armor and a Club at the nearest town. When visiting towns it is best to speak to each person, and search all areas for possible hidden entrances. Most towns in the game contain shops which sell weapons and armor needed for battle, as well as other items like herbs and torches. Every town has at least one door that is locked and unable to open. You will be able to enter those doors later on after you acquire Keys.

Besides speaking to villagers and searching for clues and hints in the towns, the other major aspect of the game is battling monsters, which you will do most of the time. When doing battle with monsters, a menu screen pops up asking how the player would like to proceed. There are 4 choices on the menu battle screen, Fight, Spell, Run, and Item. When defeating a monster, you earn Gold and Experience Points (EXP). The gold is used to buy weapon and armor upgrades, or other items. The EXP you obtain during battle is saved into a database, and continues to add on with each monster you defeat. Eventually your character gains levels of experience, and reaching higher levels makes you stronger, and also gives you the ability to learn several spells. When taking attacks from monsters, you lose Hit Points (HP). Your character only has a certain amount of HP, which does increase when your levels rise after gained EXP. When your HP is low it can be replenished by staying at Inns, which are located in most of the towns. The way to save your progress is by speaking to King Lars in his castle, which is known as Tantegel. If you are defeated in battle, your character transports back to King's throne room. He gives you another chance to continue, but you lose half of your gold. That is why saving the game often is very important.

Tantegel Castle and its surrounding towns are located on a continent called Alefgard. There are several different towns you can visit, as well as caves which contain monsters. A torch is needed to enter a cave, and you often find treasure in the depths of the caverns. Later on after leveling up your character learns a spell called Radiant, which lights up caves and dungeons better than a standard torch. When first starting the game, it is best to stay close to Tantegel Castle until your character is strong enough to venture farther out to other areas.

With this version of Dragon Quest being on a different system, there are changes in the way the game looks and sounds, however the storyline remains intact. Check out the Maps and Monsters sections to see the differences in graphics. Also be sure to take a look at the Fun Facts page to see some of the other differences from the NES version of the game. Unfortunately the Super Famicom/SNES version of Dragon Quest was only released in Japan.

Whether you are playing the original version, or one of the ports or remakes, you are sure to discover that Dragon Warrior/Dragon Quest is one of the finest Role Playing Games ever released.



 Hero	A young descendant of Roto who set foot in Alefgard. He is the brave warrior who must take the treacherous journey to defeat Dracolord.
 King Lars	The King of the world of Alefgard. You must rescue his daughter Lady Lora, and then defeat Dracolord.
 Lady Lora	King Lars' only daughter. She has been abducted by monsters under Dracolord's orders. It's rumored she's held captive in a cave somewhere.
 Dracolord	The ultimate evil who stole the Light Orb, and was responsible for the kidnapping of Lady Lora. It is your job to destroy him, and return the Light Orb to King Lars.

Monster	HP	Gold	EXP	Special
 Armored Knight	49	150	78	StopSpell
 Axe Knight	82	152	172	Healmore, Firebane
 Blue Dragon	92	150	180	Breathes fire
 Dead Knight	41	120	72	Heal
 Drakee	6	6	3	-
 Dracolord	242	-	-	Sleep
 Dracolord (true form)	387	-	-	Breathes fire, Intense flames
 Drakeema	16	25	20	Heal, Firebal
 Droll	31	30	18	-
 Drollmagi	48	110	58	Sleep
 Druin	25	50	28	Firebal
 Druinlord	66	185	120	Firebane, StopSpell
 Eyeder	18	21	14	-
 Eyeder Lord	32	95	56	Heal
 Goldman	98	650	6	-
 Golem	150	10	2500	-
 Green Dragon	60	160	135	Breathes fire
 Green Dragon	150	950	-	Breathes fire
 Mad Knight	78	165	130	Sleep
 Magician	10	16	8	Firebal
 Magidrakee	13	20	12	Firebal
 Magiwyvern	45	135	83	Heal, Sleep
 Metal Scorpion	19	48	31	-
 Metal Slime	4	6	775	Firebal
 Poltergeist	21	19	15	Firebal
 Red Dragon	100	143	360	Breathes fire, StopSpell
Red Slime	4	4	2	-
 Rock Golem	140	148	155	-
 Rogue Scorpion	31	110	70	-
 Scorpion	13	25	16	-
 Shadow Knight	42	148	90	-
 Skeleton	27	42	25	-
 Slime	3	2	1	-
 Specter	27	72	47	Firebal, Sleep
 Spooky	7	8	4	-
 Star Wyvern	68	169	105	Breathes fire
 Werewolf	52	155	95	-
 Wolf	30	60	40	-
 Wolflord	33	80	52	StopSpell
 Wraith	32	62	42	Heal
Wyvern	32	105	64	-

If you have any questions you would like answered, or anything to add to this page please send an email

1. Where are the keys sold? 3 Locations, the first place you will find them is in the town of Rimuldar. The keys are sold in the shop located in the Northwest corner. You have to walk along the grass to your right when you first enter Rimuldar, right before the bridges. The second shop that sells keys is located in Radatome Castle, however you need a key just to get into the area where the shop is. Finally, you can find a key shop in Mercado, for the most expensive price.

2. Where is the Sun Stone at? It is located in the dungeon of Radatome Castle, which is in the Southeast corner. You will need a key first to enter.

3. How do I get the Wise Man in the shrine south of Rimuldar to give me his treasure chest? You need to have Roto's Token first, then take that along with the Sun Stone and Rainstaff to him, he will then make the Rainbow Drop.

4. Where is the Silver Harp? It is deep within Garai's Tomb.

5. Where is Lady Lora hidden at? In the Marshy Cave, you have to defeat a Dragon before rescuing her.

6. Where is Roto's Token located? It is Southeast from Mercado, 140 South and 80 East of Radatome if using Lora's Love as a compass.

7. Where is Roto's Armor? In Domdora, you must defeat the Mad Knight first to get it.

8. Where is Roto's Sword? In Dracolord's Castle, Level 2 in the center.

9. Where is the Flute at? 4 steps south of the bath in Maira.

10. Where is the entrance to Garai's Tomb? First you need a key to get into the large building. Then go towards the Northwest wall and there will be a 2nd door, you must search for it. This map shows the door already open so you know where to search.

11. I am stuck in Dracolord's Castle, how do I get to another floor from the main one? There is a secret staircase behind the throne, you must hit the search button to access it.

12. How do I defeat Golem, the monster who guards Mercado? Playing the Flute immediately puts him to sleep. He may wake up during battle, if so just play the flute again.

13. What happens if I agree to join the Dracolord and share half the world with him? He says "Thy journey is over. Take now a long, long rest. Hahahaha..." and then the stat screen turns red while the game freezes up. You have no choice but to reset, therefore you lose whatever you did during that period of playing since you could not save.

14. Is it possible to beat the game without saving the Princess? Yes it actually is. You can still beat the game without saving her, and get just about the same ending. She obviously wont be in the ending, and a few people say the same quotes about rescuing here, but the King will still send you on your way after you defeat Dragonlord.

Tips

- You start the game with a limited amount of gold, buy the Club and Clothes from the weapon shop at Radatome Town, the Club is the best weapon to start the game with.

- There are 2 Vaults in the game. They are located in Radatome Town and Mercado.

- Do not try to fight the Dracolord until you are equipped with Roto's Sword, Roto's Armor, and the Silver Shield.

- Instead of throwing the Devil Belt or Choker away, sell them at item shops.

- If you do get cursed by equipping one of those items, there is a Wise Man in Radatome Town who can lift the curse at no charge.

- You can only carry 10 different items at a time, so you should put items which you may not be using for awhile into the vault.

- You can carry up to 6 keys at a time, be sure to replace keys often after use because you will encounter dungeons and other areas where you may need more than 1 key.

- Every time you cross a bridge be prepared because the monsters are always stronger on the other side.

- The Wise Man in Radatome restores you MP each time you speak to him. His location is on this map. After you enter the castle go right, them right again past the pots and you will see him at the bottom.

- The Magic Armor and Roto's Armor both restore HP when walking. Also you can walk through swamps without losing HP when equipped with Roto's Armor.

- There is a man in Radatome Castle that restores your HP. He is in the area right before you walk over the bars that cause you to lose HP, you need a key to enter this area first. You can see him on this map, he is standing in front of a cross.

All monster sprites were completely redone, but with the same design concepts and colors in mind. Most monsters are improved versions with SNES graphics.

Since this game was never officially released in North America, the monster names are fan translated, and localizations tried to remain true to the Japanese monster names.

Several monster names have been changed from the NES version. The Dragonlord is now Dracolord, Ghost is Spooky, etc.

This is the first game in which the spelling of Drakee was changed to Dracky, except on the Drakeema, which remained the same.

The Druin and Druinlord from the NES version are known as Eyeder and Eyederlord. Then the Warlock and Wizard were changed to Druin and Druinlord for this version.

The Knight family traded names from the NES game. The Knight became the Armored Knight, the Armored Knight became the Axe Knight, and the Axe Knight became the Mad Knight. The Mad Knight also holds a shield now, instead of just an Axe.

Most of the monsters give more Gold and EXP than the original version.

The Goldman gives nearly 3 times the amount of Gold than the NES version.

In the NES game you received 5 EXP from defeating Golem, now you receive 2500 EXP.

The Metal Slime also received a drastic increase in EXP from 115 to 775.

The Shadow Knight is not pure black in this game, it is now a Skeleton with a bit of a shadow covering it.

Erdrick is known as Roto in this game.

Upon this game's release it was mentioned in Nintendo Power that Enix was not sure if there would be a U.S. version, and that would depend on how much interest there was. Unfortunately the Super Famicom/SNES version of Dragon Quest was never officially released in the United States.

Overall the game moves along much faster than the NES version. The main reason is that the monsters give more Gold and EXP, meaning you level up quicker, and can buy expensive items sooner.

Most of the glitches from the NES version have been removed. Such as being able to fight the Axe Knight twice in Domdora (Hauksness), or certain treasure chests replenishing themselves when you exit and re-enter the town or dungeon.

Many of the town and dungeon names have changed from the NES version. Cantlin is now Mercado, Hauksness is known as Domdora, Tantegel is Radatome, etc.

Many of the monster names have also been changed. Dragonlord is Dracolord, Ghost became Spooky, etc.

Most of the towns have more townspeople in them from the NES version.

You can see that stats on weapons armor, before you purchase them.

You no longer have to automatically sell weapons and armor when you purchase replacements.

King Lorik is known as King Lars, and Princess Gwaelin is Lady Lora.

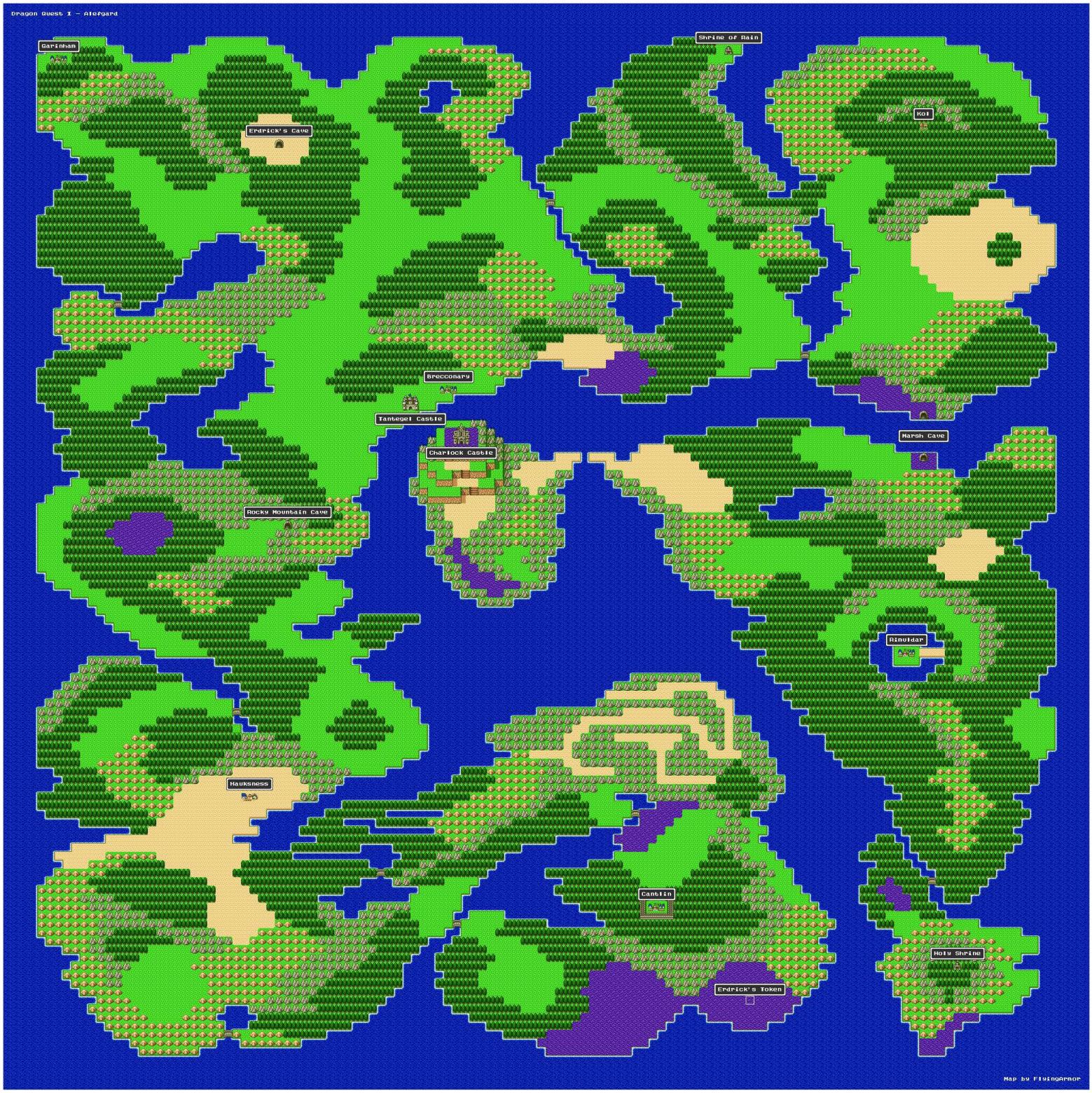
Golem and Dracolord are the only 2 monsters in the game that you fight just once.

All of the towns and castles have the same layout as the original NES version, but many of them have new rooms added, some which can be reached by stairs.

This version added seeds your character can find in various locations which increase stats like Agility and Strength. These were not available on the original title.

Besides seeds, you can also find other items like Herbs, Wings, etc, hidden in random places like pots or cresser drawers. This was also unavailable or the original NES version.

This version also adds a Vault in which you can store gold and items. There is a Vault in Radatome Town and Mercado.


Dragon Quest I — Alefgard
Garinham
Erdrick's Cave
Shrine of Rain
Koi
Brecconary
Tantegel Castle
Charlock Castle
Rocky Mountain Cave
Marsh Cave
Rimuldar
Hauksness
Cantlin
Holy Shrine
Erdrick's Token
Map by FlyingArmor

DRAGON WARRIOR PART2 TM

Many years ago a young warrior who was of the line of the great Erdrick came to Alefgard and defeated the dreaded Dragonlord, restoring peace to the land. For generations the descendants of that warrior ruled Alefgard and the surrounding lands, including the Kingdom of Moonbrooke across the Eastern sea.

Peace ruled the land for many, many years until one day the evil sorcerer Hargon attacked and destroyed the castle of Moonbrooke. After word got to the King of Midenhall, he looked to his son and said...

"I am too old for this task, and it must fall into younger hands. Thy destiny lies on that difficult road just as it did for Erdrick the Great. For thou art of the line of Erdrick, and his doom is thine."



You are the Prince of Midenhall, and a descendant of Erdrick. You must seek out the Prince of Cannock, and the Princess of Moonbrooke. Together the three of you will go on a journey to defeat Hargon, before he and his monsters destroy all towns in their path. It will take all of your combined powers to stop him.

Dragon Warrior 2 was released in the United States in December 1990 as a sequel to the smash hit RPG, Dragon Warrior. There were many changes and improvements in this game. One of the first differences you will notice almost immediately is that you often face more than 1 enemy at a time, even before you team up with the Prince and Princess. This makes the monster battles more challenging. Another major change is the ability to travel the sea by boat, and visit other continents. There are many more places to visit in Dragon Warrior 2, and you will spend hours battling vicious creatures while honing the skills of your party.



There are more than double the amount of monsters in Dragon Warrior 2 when compared to the first game. There are many fierce enemies who often can only be defeated by the combined efforts of your team. Most of the enemies have a special ability like attacking twice, poisoning their opponent, and even calling for help from other monsters. Many of these creatures are able to cast spells, some of which can be very devastating to you and your party. Almost every monster you battle occasionally drops a treasure chest when defeated. The treasures vary from Herbs, to Weapons, Shields, Helmets, and much more. Only 5 monsters from Dragon Warrior make their return for this game. They are the Slime, Metal Slime, Drakee, and Green Dragon. The rest are all new creatures, which take terrifying forms. Their leader Hargon will prove to be more of a greater challenge than the Dragonlord.

The gameplay for Dragon Warrior 2 does not change much from it's predecessor. Your characters still gain EXP and level up when battling, as well as acquire amounts of gold. There are plenty of weapons and armor to choose from, especially since you have other members of your party to suit up besides yourself. While the game does have dungeons and caves, you no longer need torches. It is still wise to speak to every person you encounter, as you will need as many clues as possible to figure out the secrets of these new lands where you will travel. Dragon Warrior 2 did an excellent job of continuing the series. With all of its new and impressive features, and its exciting storyline, you will truly be put to the test to prove your heritage of the great Erdrick.

 Hero	You are a descendant of Erdrick, and this time around you must join forces with 2 other descendarts, The Prince of Cannock and Princess of Moonbrooke to defeat your enemies.
 Prince of Cannock	Your cousin of Cannock. He is a brave warrior and is a fast learner when it corres to magic.
 Princess of Moonbrooke	The Princess of Moonbrooke does not show her true beauty until looking in the Mirror of Ra, which breaks the curse placed on her.
 Hargon	Hargon put an end to years of peace with his attack on Moonbrooke Castle. Your mission is to terminate his reign as leader of evil, and restore peace to the land of Torland.
 Dragonlord's Grandson	The grandson of the legendary Dragonlord. This fiery fiend is actually against Hargon, and gives you encouragement to defeat him.
 King	There are several Kings that you will come across in this game. They all look the same, but their personalities have major differences.
 Priest	They run the houses of healing and offer several services to your party such as revive and un-curse, but for a price.
 Ghost	When you or a member of your party dies they become a ghost that follows until they are revived.

Monster	HP	Gold	EXP	Special	Treasure
 Army Ant	12	2	4	Calls for help	Medical Herb
 Atlas	250	250	1100	May attack twice	Sword of Destruction
 Attack Bot	120	120	723	May attack twice, Heroic attack	Steel Shield
 Babble	13	4	8	Attack may poison	Copper Sword
 Baboon	40	45	20	-	Club
 Basilisk	38	58	41	Attack may poison	Medical Herb
 Bazuzu	250	240	1530	May attack twice, Explodet, Defeat, Firebane, Sleep, Healall, Sacrifice	Mysterious Hat
 Berserker	88	123	117	-	Giant Hammer
 Big Cobra	14	9	9	Attack may poison	Antidote Herb
 Big Rat	16	5	7	-	Medical Herb
 Big Slug	8	3	2	-	Medical Herb
 Blizzard	90	113	453	Defeat, Defense	Wizard's Wand
 Bullwong	210	110	872	May attack twice, Blows scorching flames, Explodet	Wizard's Ring
 Carnivog	32	16	29	Blows sweet scented breath	Lottery Ticket
 Centipod	21	40	14	Attack may poison	Leather Armor
 Cyclops	115	99	327	Heroic attack	Dragon's Bane
 Dark Eye	67	81	93	Dances a strange jig, Blows sweet scented breath, Surround	Evil Shield
 Demighost	48	50	44	May attack twice, Heroic attack	Chain Sickle
 Dragon Fly	40	43	59	Blows scorching flames	Dragon's Bane
Drakee	9	3	3	-	Club
 Enchanter	40	30	37	Stopspell, Firebal, Sleep, Increase	Dragon's Bane
 Evil Clown	67	48	84	Healall, Firebane, Increase, Defense	Staff of Thunder
 Evil Eye	50	25	92	Dances a strange jig, Blows sweet scented breath	Full Plate Armor
 Evil Tree	63	45	67	Dances a strange jig, Stopspell	Fairy Water
 Flame	55	101	245	Blows scorching flames, Calls for help	Magic Armor
 Gargoyle	60	95	71	Stopspell	Iron Helmet
 Gas	55	30	39	Stopspell, Sleep, Surround	Clothes Hiding
 Ghost Mouse	12	6	6	-	Clothes
 Ghost Rat	25	15	23	Calls for help	Medical Herb
 Ghoul	80	100	61	Firebal	Chain Sickle
 Giant	155	95	515	Heroic attack	Sword of Destruction
 Gold Batboon	112	100	396	Blows scorching flames, Blows sweet scented breath, Firebane, Sacrifice	Gremlin's Armor
 Gold Orc	100	255	63	-	Dragon's Bane
 Goopi	50	28	25	Calls for help	Wizard's Ring
 Gorgon	26	30	50	Surround, Increase, Defense, Sleep	Fairy Water
 Graboopi	60	30	38	Calls for help	Copper Sword
 Green Dragon	95	147	350	Blows scorching flames	Sword of Destruction
 Gremlin	60	23	52	Blows scorching flames, Sleep, Heal	Wing of Wyvern
 Hargon	230	-	-	May attack twice, Blows sweet scented breath, Healall, Explodet, Sleep	-
 Hargon's Knight	80	135	201	May attack twice, Heroic attack, Healmore, Defense	Thunder Sword
Hawk Man	60	45	64	Stopspell, Heal	Gremlin's Tail

Monster	HP	Gold	EXP	Special	Treasure
 Healer	25	5	15	Heal	Lottery Ticket
 Hibabango	60	83	81	Heroic attack, Surround, Defense	Chain Mail
 Hork	95	51	61	Attack may poison, Blows sweet scented breath	Wizard's Ring
 Hunter	65	45	67	-	Iron Spear
 Iron Ant	5	4	2	-	Medical Herb
 Lizard Fly	15	12	27	Firebal	Lottery Ticket
 Mace Master	158	100	617	Revive, Explodet, Defense, Increase, Defeat	-
 Magic Ant	14	8	18	Sleep	Lottery Ticket
 Magic Baboon	45	45	40	Calls for help	Medical Herb
 Magic Vampirus	65	103	182	Blows scorching flames, Defense, Sleep	Mysterious Hat
 Magician	15	10	10	Firebal	Bamboo Stick
 Magidrakee	12	10	12	Defense	Club
 Malroth	250	-	-	Attack may cause fainting, Blows scorching flames, Healall	-
 Man O' War	20	50	25	Attack may cause fainting	Wing of Wyvern
 Medusa Ball	42	29	36	May attack twice, Sleep	Antidote Herb
 Mega Knight	72	80	89	Defense	Evil Shield
 Megapede	20	25	33	Attack may poison, Heroic attack	Leather Shield
 Metal Babble	35	255	1050	Firebane, Surround	Dragon's Potion
 Metal Hunter	70	150	82	May attack twice, Heroic attack	Broad Sword
 Metal Slime	6	90	135	Firebal, Sleep	Iron Helmet
 Mud Man	28	35	32	Dances a strange jig	Fairy Water
 Mummy	75	60	62	Attack may cause fainting	Clothes
 Mummy Man	46	40	44	Calls for help	Clothes
 Orc	60	50	61	-	Iron Spear
 Orc King	110	135	154	Healmore	Lottery Ticket
 Ozwarg	69	105	139	Blows scorching flames, Calls for help, Healmore, Firebane, Stopspell, Sleep	Gremlin's Tail
 Poison Lily	46	25	31	Exhales poisonous breath, Attack may poison	Antidote Herb
 Puppet Man	60	100	52	Dances a strange jig, Increase	Wizard's Ring
 Saber Lion	80	55	81	-	Iron Spear
 Saber Tiger	25	55	40	May attack twice, Heroic attack	Copper Sword
 Sea Slug	32	80	34	Calls for help, Attack may poison, Attack may cause fainting, Blows sweet scented breath, Heroic attack	Copper Sword
 Silver Batboon	89	96	271	Blows sweet scented breath, Healall, Firebane	Dragon Killer
 Slime	5	2	1	-	Medical Herb
 Smoke	15	40	16	Stopspell	Clothes
 Sorcerer	55	40	72	Firebane, Stopspell, Increase	Clothes Hiding
 Titan Tree	51	80	50	Dances a strange jig	Wizard's Wand
 Undead	65	40	46	-	Lottery Ticket
 Vampirus	57	49	86	May attack twice, Calls for help	Wing of Wyvern
 Wild Mouse	10	5	5	-	Medical Herb
 Zarlox	250	255	2200	May attack twice, Blows scorching flames, Healall, Explodet, Increase	Staff of Thunder
Zombie	60	25	40	Surround	Leather Armor

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1. Where are all of the Crests at? Check the Crest Locations page for locations of each crest.

2. Where is Roge Fastfinger hiding? He is actually still in Wellgarth, hiding in the wall behind his cell, check the map for location.

3. Where is the Princess of Moonbrooke? She is the dog in Hamlin. You need the Mirror of Ra to break the curse on her.

4. Where is the Mirror of Ra? South of Hamlin you will come to an area where you can see 4 bridges and a swamp. It is located in that swamp, you will need to hit the search button. It's location is labeled on this world map.

5. Where is the Silver Key? Inside the Cave of the Lake. Check this map for its location.

6. Where is the Golden Key? In Zahan, you will find a dog that will run near a tree and start barking. Search that area for the key. See this map for its location.

7. Where is the Jailor's Key? In Wellgarth, it is sold in a shop, but there is a blank spot on the line where it should be listed when you talk to the merchant, it costs 2000 gold. The Shop's location is noted on this map.

8. How do I get Don Mahone to finish making the Flying Water Cloth? Once you have delivered the Loom and Yarn to Mahone, go somewhere and save your game and say you do not wish to continue. Then shut the game down and restart it. When you return to Mahone, he will have finished the Water Flying Cloth.

9. How do I get into the Sea Cave? Use the Moon Fragment, and the shoals around it will go underwater.

10. Hargon's Castle looks just like Midenhall, how do I show its true form? Use the Charm of Rubiss to dispell the illusion.

11. How do I get on the second floor of Hargon's Castle? Make your way to the part of this map marked by a letter A. Use the Eye of Malroth here and you'll be transported to level 2.

12. Where is the Eye of Malroth? It is located deep within the Sea Cave. Follow the path on this map.

13. Where can I find Rubiss' Charm? After you have all 5 of the crests, sail south of Midenhall until you find an island with only a monolith on it. Go to the bottom floor and stand in the center of the room, Rubiss will speak to you and give you the Charm. See this world map for location of the shrine.

14. Where is the Leaf of the World Tree? On a small island southeast of Wellgarth. It's location is labeled on this world map.

15. Where did the Pirate Ship that the Merchant in Lianport mentioned sink at? It is directly north of Lianport, you will have to sail for a little while. Its location is noted in this map, in the NW area.

16. Where is the Echoing Flute? You get it from the Merchant in Lianport after you trade him the Sunken Treasure.

17. Where is the Thunder Sword? Inside the Cave to Rhone. It is out of the way and rather hidden as you have to fall through several trap doors. Check this map for directions on finding it.

18. Where is the Token of Erdrick? In Midenhall Castle, you need the Golden Key first.

19. Where is the Helmet of Erdrick? In the Shrine of the Holy, you trade the Token of Erdrick for it. The shrine is SE of Tantegel, see the World Map for location.

20. Where is the Sword of Erdrick? Charlock Castle, see the map for directions on finding it. This sword is not as powerful as it was in the first game, and you will eventually replace it with better weapons.

21. Where is the Armor of Erdrick? In the Cave to Rhone. Check this map for directions on finding it.

22. Where is the Dew's Yarn? On the 3rd floor of the north tower of the Dragon Horn. From the ascending staircase, it is 4 steps to the right, in the corner. See this map for location.

23. Where is the Magic Loom? Inside the Wizard's House of Zahan. It is in the room to the far west.

24. Where is the Watergate Key? Roge Fastfinger gives it to you when you discover his hiding spot in Wellgarth. He is hiding inside his cell in the top right corner of the map, you have to push against the wall to reach him.

25. Where is the Moon Fragment? Inside the Tower of the Moon. See the map for directions.

Tips

- Carry several Antidote Herbs when you begin your quest, you will probably get poisoned a few times by Babbles and Snakes.

- You can get 2 Water Flying Cloths if you desire, one for the Prince and Princess. First get the Magic Loom and Dew's Yarn and take them to Don Mahone in Tuhn. Then, without saving or shutting the game off, go and get the Magic Loom and Dew's Yarn again. Then save, shut the game off, and return to Tuhn. Collect your first Water Flying Cloth and then talk to Mahone again to give him the second set of Loom and Yarn. Save and shut the game off again, go to Tuhn and collect your second Water Flying Cloth.

- Most of the enemies of the ocean are rather weak, but at times there are many of them that appear while you travel the blue sea. This can become quite annoying, so after you are at a decent level you should use fairy water and/or the repel spell to make your sea voyages go by more quickly. You can get better EXP off of land enemies in this game.

- Purchase a Shield of Strength for all of your party members even if they cannot equip it, or even when they are equipped with a stronger shield. Use the Shield of Strength as an item during battle to heal yourself. It is equivalent to the Healmore spell, and using the shield does not reduce your magic. It does not have to be equipped in order to use.

- Stepguard does not work on lava, only the individuals wearing the Water Flying Cloth will be protected. The rest will suffer HP damage when walking through the lava.

- After you use a Leaf of the World Tree, you can go back to the same spot you originally found it, and another will be there.

- You can acquire multiple Staff of Thunders, but can only hold one at a time. Sell the one you have, then go and fight the Evil Clown again in Midenhall. The Staff of Thunder sells for 19500, so this is an easy way to get a lot of gold.

- Just like in the first game, there is a man in Tantegel Castle who restores your MP. He is inside the House of Healing.

- The monsters inside the Cave to Rhone are very strong, but once you get outside the cave and make it to Rhone they are even stronger. Be prepared for doing a lot of battle in the Rhone area.

- The House of Healing in Rhone restores all HP, and Revives dead party members for free.

Take the five crests to Rubiss' Shrine (located north of Osterfair by ship) to receive Rubiss' Charm.
The echoing flute will help you locate the crests.

Sun Crest

Sail west of Zahan to the fire shrine. Search in the upper right corner.

Water Crest

Once you have all the keys, go to Hamlin and defeat the demons.

Star Crest

Tower South of Alefgard. Follow the old man in it to the treasure chest, he is actually a demon you must defeat.

Moon Crest

Defeat the Saber Tiger in Osterfair and the King will give you the crest.

Life Crest

Search the bottom floor of the cave to Rhone.

The Lottery is an optional game that you can play in certain towns. You need a Lottery Ticket in order to do so. Lottery Tickets are often given to you by Merchants, especially if you make more than 1 purchase with them. Some monsters will occasionally drop Lottery Tickets after a battle. There are also Lottery Tickets inside of Treasure Chests at Charlock Castle, and the Cave to Rhone.

There is a Lottery Game located in the following towns:

Beran, Hamlin, Leftwynne, Lianport, and Wellgarth

The Prizes you can win from the Lottery are:

1st Prize: 3 Sun Symbols = Golden Card
2nd Prize: 3 Star Symbols = Wizard's Ring
3rd Prize: 3 Moon Symbols = Wizard's Wand
4th Prize: 3 Water Symbols = Dragon's Bane
5th Prize: 3 Heart Symbols = Medical Herb

Remember, the Lottery is just a game. Please play responsibly.

82 different monsters appeared in the game, more than double that were in Dragon Warrior.

The only monsters that were carried over from Dragon Warrior to this game were the Slime, Metal Slime, Drakee, and Green Dragon.

The Magidrakee in this game is not the same monster from the original title.

There is a monster known as the Magician, but it is not the same from the first game.

Unlike Dragon Warrior which had Monster Families usually consisting of 3 members, this game has more families of just 2 members.

Several monsters who became popular regulars of the series made their debut in this game. The list includes Babble, Metal Babble, Healer, Man o' War, Hork, Attack Bot, and Goopi.

The Metal Babble quickly became the most sought after monster of the series with its enormous amount of EXP.

The Metal Slime saw a significant increase of EXP starting in this game.

Water enemies first appeared in this game since you had use of a ship. There are only a few different water enemies in this title, and most of them are very weak.

Also making its series debut in this game was the use of monsters that were made up of elements like Gas, Smoke, and Flame.

This was the first game of the series to add party members, and have battles with more than one monster at a time.

Had double the amount of monsters as the first Dragon Warrior, but only the Slime, Metal Slime, Drakee, and Green Dragon were carried over to this game.

Several popular monsters who are now well known regulars in most of the games made their debut in Dragon Warrior 2, including the Babble, Metal Babble, Healer, Hork, and others.

There are multiple areas where you can save your game progress, as opposed to only 1, which was the case with Dragon Warrior.

The need to use torches was eliminated from the series beginning with this game.

This was the first game from the franchise to include Houses of Healing, revive dead party members, remove curses, and more.

There are Travel Doors throughout the land inside of towns, castles, and shrines. These portals can transport you from one place to another.

Instead of being able to use a Key only once, you can use the same Key over and over again. There are 3 different types of Keys you need to obtain in the game.

NES Game Genie Codes
Some codes only work when starting a new game

Code	Effect
NAZUGV	Increased experience learning
OZSEGOPX ZGSEIOYY	More Metal Babbles
OXUEIOPX ZKUETOYY	More Metal Babbles 2
OXXETUPX ZKXEYUYY	More Metal Babbles 3
PEKLKLLZ	Metal Babbles have 1 HP
ATKEYZAZ	No Random Battles
GANZNYOP	No damage during battle
NNESILPG	Walk through walls
AESPGYZY	Chest drop after every battle
LVKLUSGP	Start with 99 hit points (Prince of Midenhall - Hero)
NNKLUSGO	Start with 255 hit points (Prince of Midenhall - Hero)
AXKLOIIE	Start with 40 strength points (Prince of Midenhall - Hero)
ASKLOIIA	Start with 80 strength points (Prince of Midenhall - Hero)
NNKLOIIE	Start with 255 strength points (Prince of Midenhall - Hero)
AXKLXIGE	Start with 40 agility points (Prince of Midenhall - Hero)
ASKLXIGA	Start with 80 agility points (Prince of Midenhall - Hero)
NNKLXIGE	Start with 255 agility points (Prince of Midenhall - Hero)
ZUKLNSYP	Start with 50 hit points (Prince of Cannock)
LVKLNSYP	Start with 99 hit points (Prince of Cannock)
AXKLSIGE	Start with 40 strength points (Prince of Cannock)
GUKLSIGE	Start with 60 strength points (Prince of Cannock)
TOKLVIGE	Start with 30 agility points (Prince of Cannock)
GUKLVIGE	Start with 60 agility points (Prince of Cannock)
AXKUEITE	Start with 40 magic points (Prince of Cannock)
GUKUEITE	Start with 60 magic points (Prince of Cannock)
ZUKUUIAZ	Start with 50 hit points (Princess of Moonbrooke)
LVKUUIAZ	Start with 99 hit points (Princess of Moonbrooke)
POKUOIZE	Start with 25 strength points (Princess of Moonbrooke)
ZUKUOIZA	Start with 50 strength points (Princess of Moonbrooke)
AXKUXITO	Start with 40 agility points (Princess of Moonbrooke)
AXKUKSGO	Start with 40 magic points (Princess of Moonbrooke)
AAEZTEGL	Club is free
AAEZAEEG	Magic Knife is free
AAEXZAVA AAEXLAPA	Chain Sickle is free
AAXXAAET AAXXPAPA	Chain Mail is free
AAUZGEZI	Leather Shield is free
AAEZZAKG AAEZLEPA	Wizard's Wand is free
AAOZAEKI AAOZPAIA	Broad Sword is free
AAOZYEYP	Dragon Killer costs $64
AAOZYEYP AAOZTAAG	Dragon Killer is free
AANZZEAA	Antidote Herb is free
AANZGEYA	Medical Herb is free
AAVZGEAZ	Fairy Water is free
AAVZTAAI	Wing of the Wyvern is free
AASXIAZA	Dragon's Bane costs $128
AASXIAZA AASXGAEA	Dragon's Bane is free
NYVZLAAE	Sell Lottery Tickets for $49,013
YEUOUNLU	Buy the Sword of Erdrick at the Tool Shop in the Castle of Midenhall for $2
LOUOKYAE	Buy the Armor of Erdrick at the Tool Shop in the Castle of Midenhall for $4



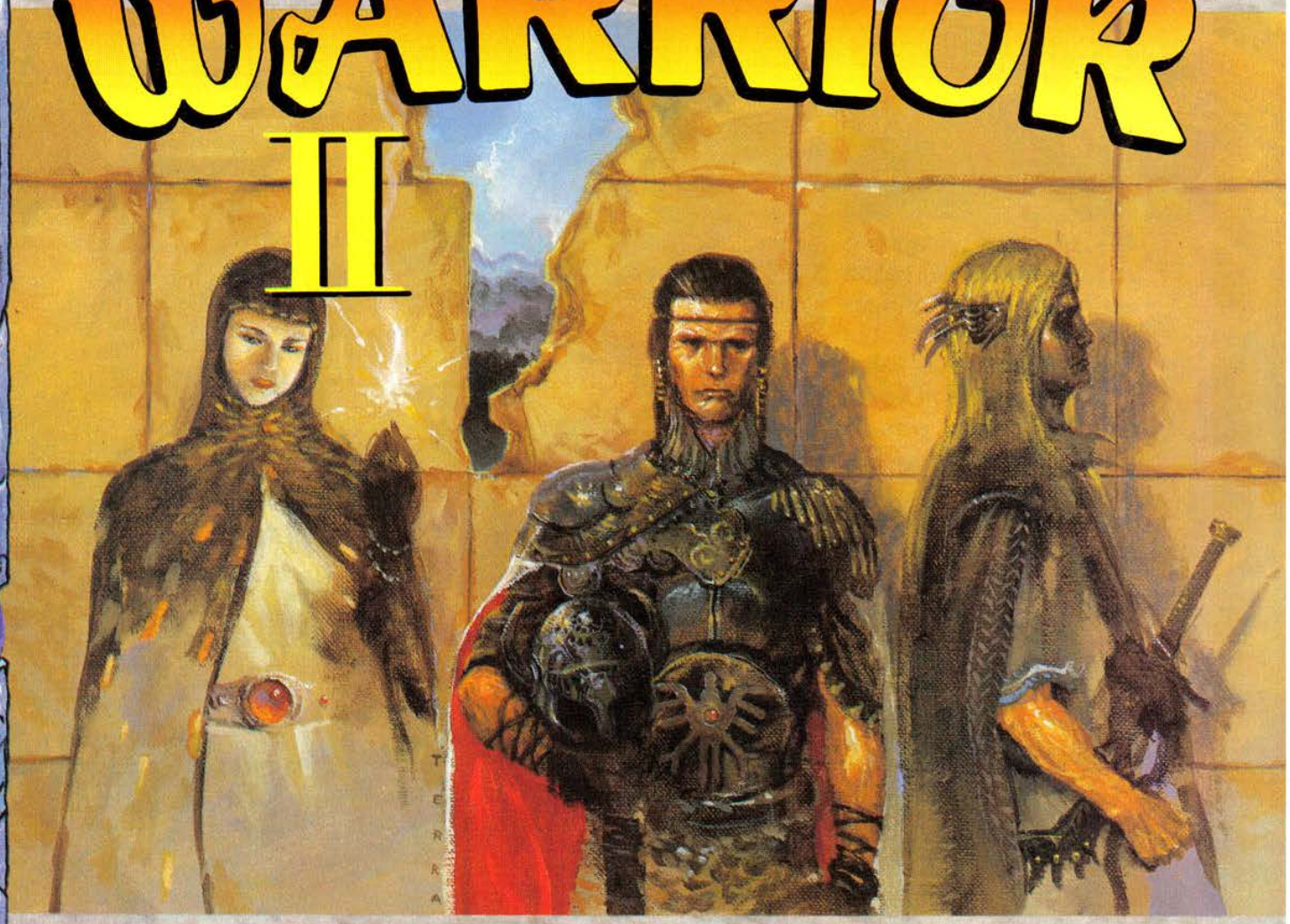
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DRAGON WARRIOR™ II



The Heroic Line of Erdrick Carries On The Fight Against Evil!

For years after the Dragon Lord was defeated, peace ruled the land of Alefgard. Descendants of Erdrick reigned there and in the nearby lands of Moonbrooke and Cannock. Few dreamed that another evil of the Dragon Lord's magnitude would rise again. But alas, this time of prosperity was not to last. Out of nowhere the evil sorcerer Hargon struck, levelling the castle of Moonbrooke and threatening to conquer the entire world. Hargon's armies now roam the world, waylaying travelers and wreaking havoc. But all is not lost. A survivor from Moonbrooke escaped and made his way to Midenhall with news of his homeland's ruin. With this warning of impending doom, Midenhall's King sent his prince to grapple with his destiny as a Dragon Warrior. Much has changed since the first Dragon Warrior set out on his quest so long ago. A far larger world awaits. A party of three adventurers is yours to role play. And the challenge has never been greater. It is time to return to the magical world of Alefgard in Dragon Warrior II from Enix of America.



BEYOND ALEFGARD

The original Dragon Warrior adventure took place within the borders of Alefgard; a vast land indeed, but only a small corner of the world. In fact, the new quest begins far from Tantegel Castle, at Midenhall Castle. The next Dragon Warrior must scour the globe for the items he needs to defeat Hargon. An enormous task for even the greatest fighter, which is why he will have help in this adventure.



Land and sea areas four times the size of Alefgard need to be explored and conquered by the new Dragon Warrior.

YOU ARE NOT ALONE IN YOUR QUEST

As the next Dragon Warrior, you need not be discouraged by the size of your quest, for you will not face the danger alone. Two other brave warriors of the line of Erdrick will join your quest and bring with them magical powers and fighting skill. But you must locate these valuable allies—not an easy task, as your family lies scattered throughout the world.



The young Prince of Cannock wanders the land, seeking to prove his courage. Find him to gain a loyal companion.



Lift the curse from the Princess of Moonbrooke to gain an ally schooled in mighty magic.

HARGON'S ARMIES

Gone are the times when the Dragon Lord's solitary monsters roved about aimlessly. Hargon's followers are well organized and travel in deadly groups, with members chosen so their sinister powers work together for the deadliest effect.



A single villain stands little chance against the might of three warriors.



Large groups of creatures, however, will try the strength and courage of even experienced fighters.

GLOBE SPANNING ADVENTURERS REQUIRE SPECIAL TRANSPORTATION

In a port city far from home, you will gain the use of a hearty sailing ship, which will make travel from place to place much faster. But even on the high seas, Hargon's hordes will harass and seek to annihilate you.



Raise the mizzenmast and unfurl the sails for high adventure.



Explore even remote islands, for clues can be anywhere. Good luck!

The hero of Dragon Quest departed Alefgard with Lady Lora as his bride. Together they founded a beautiful kingdom on a distant continent. That kingdom eventually split into three prosperous kingdoms.

One day, a hundred years later, an injured solder arrived in Lorasia, one of the three kingdoms, bearing terrible news. Hargon, a sinister cult leader, is trying to destroy the world with the power of a terrifying being that lives only for chaos.

The Prince of Lorasia, the Prince of Cannock and the Princess of Moonbrook, three descendants of Roto, band together to embark on a grand quest of adventure and danger to halt Hargon's evil design.



Released on December 18th, 1993 for the Japanese Super Famicom (SNES), this is a remake of Dragon Warrior 2.

You are the Prince of Lorasia, and a descendant of Roto. You must seek out the Prince of Cannock, and the Princess of Moonbrook. Together the three of you will go on a journey to defeat Hargon, before he and his monsters destroy all towns in their path. It will take all of your combined powers to stop him.

Dragon Quest 2 is a sequel to the smash hit RPG, Dragon Quest. There were many changes and improvements in this game. One of the first differences you will notice almost immediately is that you often face more than 1 enemy at a time, even before you team up with the Prince and Princess. This makes the monster battles more challenging. Another major change is the ability to travel the sea by boat, and visit other continents. There are many more places to visit in Dragon Quest 2, and you will spend hours battling vicious creatures while honing the skills of your party.

There are more than double the amount of monsters in Dragon Quest 2 when compared to the first game. There are many fierce enemies who often can only be defeated by the combined efforts of your team. Most of the enemies have a special ability like attacking twice, poisoning their opponent, and even calling for help from other monsters. Many of these creatures are able to cast spells, some of which can be very devastating to you and your party. Almost every monster you battle occasionally drops a treasure chest when defeated. The treasures vary from Herbs, to Weapons, Shields, Helmets, and much more. Only 5 monsters from Dragon Quest make their return for this game. The rest are all new creatures, which take terrifying forms. Their leader Hargon will prove to be more of a greater challenge than the Dracolord.

The gameplay for Dragon Quest 2 does not change much from it's predecessor. Your characters still gain EXP and level up when battling, as well as acquire amounts of gold. There are plenty of weapons and armor to choose from, especially since you have other members of your party to suit up besides yourself. While the game does have dungeons and caves, you no longer need torches. It is still wise to speak to every person you encounter, as you will need as many clues as possible to figure out the secrets of these new lands where you will travel. Dragon Quest 2 did an excellent job of continuing the series. With all of its new and impressive features, and its exciting storyline, you will truly be put to the test to prove your heritage of the great Roto.

 Prince of Lorasia	A hot-blooded prince who has stood up to save the world. Although he is not capable of using any magic, his mastery of weapons is second to none.
 Prince of Cannock	A prince who, although is a little timid, is also kindly and committed to peace. He is a warrior who is adept at using both weapons and spells.
 Princess of Moonbrook	Although somewhat strong-willed, the princess has a pure and virtuous soul. She is more adept at using spells in battle than weapons.
 Hargon	Hargon put an end to years of peace with his attack on Moonbrook Castle. Your mission is to terminate his reign as leader of evil, and restore peace to the land.

Monster	HP	Gold	EXP	Special	Treasure
 Army Ant	12	2	4	Calls for help	Medical Herb
 Atlas	250	260	1100	May attack twice	Sword of Destruction
 Attack Bot	120	120	723	May attack twice, Heroic attack	Steel Shield
 Babble	13	4	8	Attack may poison	Copper Sword
 Baboon	40	45	20	-	Club
 Basilisk	38	58	41	Attack may poison	Medical Herb
 Bazuzu	250	240	1530	May attack twice, Explodet, Defeat, Firebane, Sleep, Healall, Sacrifice	Mysterious Hat
 Berserker	88	123	117	-	Giant Hammer
 Big Cobra	14	9	9	Attack may poison	Antidote Herb
 Big Rat	16	5	7	-	Medical Herb
 Big Slug	8	3	2	-	Medical Herb
 Blizzard	90	113	453	Defeat, Defense	Wizard's Wand
 Bullwong	210	110	672	May attack twice, Blows scorching flames, Explodet	Wizard's Ring
 Carnivog	32	16	29	Blows sweet scented breath	Lottery Ticket
 Centipod	21	40	14	Attack may poison	Leather Armor
 Cyclops	115	99	327	Heroic attack	Dragon's Bane
 Dark Eye	67	81	93	Dances a strange jig, Blows sweet scented breath, Surround	Evil Shield
 Demighost	48	50	44	May attack twice, Heroic attack	Chain Sickle
 Dragon Fly	40	43	59	Blows scorching flames	Dragon's Bane
 Drakee	9	3	3	-	Club
 Enchanter	40	30	37	Stopspell, Firebal, Sleep, Increase	Dragon's Bane
 Evil Clown	67	48	84	Healall, Firebane, Increase, Defense	Staff of Thunder
 Evil Eye	50	25	92	Dances a strange jig, Blows sweet scented breath	Full Plate Armor
 Evil Tree	63	45	67	Dances a strange jig, Stopspell	Fairy Water
 Flame	55	101	245	Blows scorching flames, Calls for help	Magic Armor
 Gargoyle	60	95	71	Stopspell	Iron Helmet
 Gas	55	30	39	Stopspell, Sleep, Surround	Clothes Hiding
 Ghost Mouse	12	6	6	-	Clothes
 Ghost Rat	25	15	23	Calls for help	Medical Herb
 Ghoul	80	100	61	Firebal	Chain Sickle
 Giant	155	95	515	Heroic attack	Sword of Destruction
 Gold Batboon	112	100	396	Blows scorching flames, Blows sweet scented breath, Firebane, Sacrifice	Gremlin's Armor
 Gold Orc	100	255	63	-	Dragon's Bane
 Goopi	50	28	25	Calls for help	Wizard's Ring
 Gorgon	26	30	50	Surround, Increase, Defense, Sleep	Fairy Water
 Graboopi	60	30	38	Calls for help	Copper Sword
 Green Dragon	95	147	350	Blows scorching flames	Sword of Destruction
 Gremlin	60	23	52	Blows scorching flames, Sleep, Heal	Wing of Wyvern
 Hargon	230	-	-	May attack twice, Blows sweet scented breath, Healall, Explodet, Sleep	-
 Hargon's Knight	80	135	201	May attack twice, Heroic attack, Healmore, Defense	Thunder Sword
Hawk Man	60	45	64	Stopspell, Heal	Gremlin's Tail

Monster	HP	Gold	EXP	Special	Treasure
 Healer	25	5	15	Heal	Lottery Ticket
 Hibabango	60	83	81	Heroic attack, Surround, Defense	Chain Mail
 Hork	95	51	61	Attack may poison, Blows sweet scented breath	Wizard's Ring
 Hunter	65	45	67	-	Iron Spear
 Iron Ant	5	4	2	-	Medical Herb
 Lizard Fly	15	12	27	Firebal	Lottery Ticket
 Mace Master	158	100	617	Revive, Explodet, Defense, Increase, Defeat	-
 Magic Ant	14	8	18	Sleep	Lottery Ticket
 Magic Baboon	45	45	40	Calls for help	Medical Herb
 Magic Vampirus	65	103	182	Blows scorching flames, Defense, Sleep	Mysterious Hat
 Magician	15	10	10	Firebal	Bamboo Stick
 Magidrakee	12	10	12	Defense	Club
 Malroth	250	-	-	Attack may cause fainting, Blows scorching flames, Healall	-
 Man O' War	20	50	25	Attack may cause fainting	Wing of Wyvern
 Medusa Ball	42	29	36	May attack twice, Sleep	Antidote Herb
 Mega Knight	72	80	89	Defense	Evil Shield
 Megapede	20	25	33	Attack may poison, Heroic attack	Leather Shield
 Metal Babble	35	255	1050	Firebane, Surround	Dragon's Potion
 Metal Hunter	70	150	82	May attack twice, Heroic attack	Broad Sword
 Metal Slime	6	90	135	Firebal, Sleep	Iron Helmet
 Mud Man	28	35	32	Dances a strange jig	Fairy Water
 Mummy	75	60	62	Attack may cause fainting	Clothes
 Mummy Man	46	40	44	Calls for help	Clothes
 Orc	60	50	61	-	Iron Spear
 Orc King	110	135	154	Healmore	Lottery Ticket
 Ozwarg	69	105	139	Blows scorching flames, Calls for help, Healmore, Firebane, Stopspell, Sleep	Gremlin's Tail
 Poison Lily	46	25	31	Exhales poisonous breath, Attack may poison	Antidote Herb
 Puppet Man	60	100	52	Dances a strange jig, Increase	Wizard's Ring
 Saber Lion	80	55	81	-	Iron Spear
 Saber Tiger	25	55	40	May attack twice, Heroic attack	Copper Sword
 Sea Slug	32	80	34	Calls for help, Attack may poison, Attack may cause fainting, Blows sweet scented breath, Heroic attack	Copper Sword
 Silver Batboon	89	96	271	Blows sweet scented breath, Healall, Firebane	Dragon Killer
 Slime	5	2	1	-	Medical Herb
 Smoke	15	40	16	Stopspell	Clothes
 Sorcerer	55	40	72	Firebane, Stopspell, Increase	Clothes Hiding
 Titan Tree	51	80	50	Dances a strange jig	Wizard's Wand
 Undead	65	40	45	-	Lottery Ticket
 Vampirus	57	49	85	May attack twice, Calls for help	Wing of Wyvern
 Wild Mouse	10	5	5	-	Medical Herb
 Zarlox	250	255	2200	May attack twice, Blows scorching flames, Healall, Explodet, Increase	Staff of Thunder
Zombie	60	25	40	Surround	Leather Armor

If you have any questions you would like answered, or anything to add to this page please send an email

1. Where are all of the Crests at? Check the Crest Locations page for locations of each crest.

2. Where is Lagos hiding? He is actually still in Wellgarth, hiding in the wall behind his cell, in the NE corner of the map.

3. Where is the Princess of Moonbrooke? She is the dog in Hamlin. You need the Mirror of Ra to break the curse on her.

4. Where is the Mirror of Ra? South of Hamlin you will come to an area where you can see 4 bridges and a swamp. It is located in that swamp, you will need to hit the search button.

5. Where is the Silver Key? Inside the Lake Cave. Check this map for its location.

6. Where is the Golden Key? In Zahan, you will find a dog on the NE side of town that will run near a tree and start barking.

7. Where is the Jailor's Key? In Wellgarth, it is sold in a shop, but there is a blank spot on the line where it should be listed when you talk to the merchant, it costs 2000 gold.

8. How do I get Don Mahone to finish making the Flying Water Cloth? Once you have delivered the Loom and Yarn to Mahone, go somewhere and save your game and say you do not wish to continue. Then shut the game down and restart it. When you return to Mahone, he will have finished the Water Flying Cloth.

9. How do I get into the Sea Cave? Use the Moon Fragment, and the shoals around it will go underwater.

10. Hargon's Castle looks just like Lorasia, how do I show its true form? Use the Charm of Rubiss to dispell the illusion.

11. How do I get on the second floor of Hargon's Castle? Go to the center of the cross area on the 1F. See this map for location, it is surrounded by barrier bars. Use the Eye of Malroth here and you'll be transported to level 2.

12. Where is the Eye of Malroth? It is located deep within the Sea Cave, Level 5b on this map.

13. Where can I find Rubiss' Charm? After you have all 5 of the crests, sail south of Lorasia, or NW of Osterfair, until you find an island with only a monolith on it. Go to the bottom floor and stand in the center of the room, Rubiss will speak to you and give you the Charm.

14. Where is the Leaf of the World Tree? On a small island southeast of Wellgarth.

15. Where did the Pirate Ship that the Merchant in Lianport mentioned sink at? It is north of Lianport, you will have to sail for a little while until you see something sparkling in the water.

16. Where is the Echoing Flute? You get it from the Merchant in Lianport after you trade him the Sunken Treasure.

17. Where is the Thunder Sword? Inside the Cave to Rhone. It is out of the way and rather hidden as you have to fall through several trap doors. You can see it on Level 3 of this map.

18. Where is the Token of Roto? In Lorasia Castle, you need the Golden Key first.

19. Where is the Helmet of Roto? In the Shrine of the Holy, you trade the Token of Roto for it. The shrine is SE of Radatome.

20. Where is the Sword of Roto? In Dracolord's Castle, Level 2 in the center. This sword is not as powerful as it was in the first game, and you will eventually replace it with better weapons.

21. Where is the Armor of Roto? In the Rhone Cave, Level 5, the top treasure chest.

22. Where is the Dew's Yarn? On the 3rd floor of the north tower of the Dragon Horn. From the ascending staircase, it is 2 steps to the west, and 1 step to the north. It is not in the same location as it was on the NES version.

23. Where is the Magic Loom? Inside the Wizard's House of Zahan. It is in the room to the far west.

24. Where is the Watergate Key? Lagos gives it to you when you discover his hiding spot in Wellgarth. He is hiding inside his cell in the top right corner of the map, you have to push against the wall to reach him.

25. Where is the Moon Fragment? Inside the Tower of the Moon.

26. After staying at the Beran Inn, the Prince of Cannock got sick, what should I do? You need to get the Leaf of the World Tree to make him better. This only happens the first time you stay at Beran.

Tips

- There are Vaults located in Leftwyne, Hamlin, Lianport, Beran, Wellgarth, and Osterfair.

- Carry several Antidote Herbs when you begin your quest, you will probably get poisoned a few times by Babbles and Snakes.

- The glitches from the NES version have been removed. You can no longer get 2 Flying Water Clothes, or more than 1 Staff of Thunder.

- Most of the enemies of the ocean are rather weak, but at times there are many of them that appear while you travel the blue sea. This can become quite annoying, so after you are at a decent level you should use fairy water and/or the repel spell to make your sea voyages go by more quickly. You can get better EXP off of land enemies in this game.

- Purchase a Shield of Strength for all of your party members even if they cannot equip it, or even when they are equipped with a stronger shield. Use the Shield of Strength as an item during battle to heal yourself. It is equivalent to the Healmore spell, and using the shield does not reduce your magic. It does not have to be equipped in order to use.

- Stepguard works on lava for this game, it did not work on the NES version.

- After you use a Leaf of the World Tree, you can go back to the same spot you originally found it, and another will be there.

- Just like in the first game, there is a man in Radatome Castle who restores your MP. He is inside the House of Healing.

- The monsters inside the Rhone Cave are very strong, but once you get outside the cave and make it to Rhone they are even stronger. Be prepared for doing a lot of battle in the Rhone area.

- The House of Healing in Rhone restores all HP, and Revives dead party members for free.

- To rename the Prince (2nd character) to whatever you want, start the game up, then choose to Continue an Adventure. When you are at the file screen put the cursor to the left of the file you want to change the name. Hold the directional pad to the Left, and also hold the Start button, and push the A button with them still held down. A naming prompt will then appear for you to enter in the new name. You must already have the Princess in the party for this to work.

- To change the name of the Princess (3rd character), put the cursor to the left of the file you want to change her name in, and this time hold Right on the directional pad along with the Start button, and then press the A button while still holding right+Start. A naming prompt will then appear for her. You must already have the Prince in the party for this to work.

Take the five crests to Rubiss' Shrine (located north of Osterfair by ship) to receive Rubiss' Charm.
The echoing flute will help you locate the crests.

Sun Crest

Sail west of Zahan to the fire shrine. Search in the upper right corner.

Water Crest

Once you have all the keys, go to Hamlin and defeat the Ozwarg.

Star Crest

Tower South of Alefgard. Follow the old man in it to the treasure chest, he is actually an Ozwarg you must defeat.

Moon Crest

Defeat the Saber Tiger in Osterfair and the King will give you the crest.

Life Crest

Search the bottom floor of the cave to Rhone.

The Lottery is an optional game that you can play. You need a Lottery Ticket in order to do so. Lottery Tickets are often given to you by Merchants, especially if you make more than 1 purchase with them. Some monsters occasionally drop Lottery Tickets after a battle. There are also Lottery Tickets inside of Treasure Chests at Charlock Castle, and the Cave to Rhone.

There is a Lottery Game located in the following towns:

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The Prizes you can win from the Lottery are:

1st Prize: 3 Sun Symbols = Golden Card
2nd Prize: 3 Star Symbols = Wizard's Ring
3rd Prize: 3 Moon Symbols = Wizard's Wand
4th Prize: 3 Water Symbols = Dragon's Bane
5th Prize: 3 Heart Symbols = Medical Herb

Remember, the Lottery is just a game. Please play responsibly.

All monster sprites were completely redone, but with the same design concepts and colors in mind. Most monsters are improved versions with SNES graphics.

Since this game was never officially released in North America, the monster names are fan translated, and localizations tried to remain true to the Japanese monster names.

All of the monster names were translated to the exact names that were used on the NES version of the game.

Slight changes were made to a few monsters, Hawk Man was given a sword, Hunter was given a shield for example.

Erdrick is known as Roto in this game.

Some of the town and dungeon names have changed from the NES version.

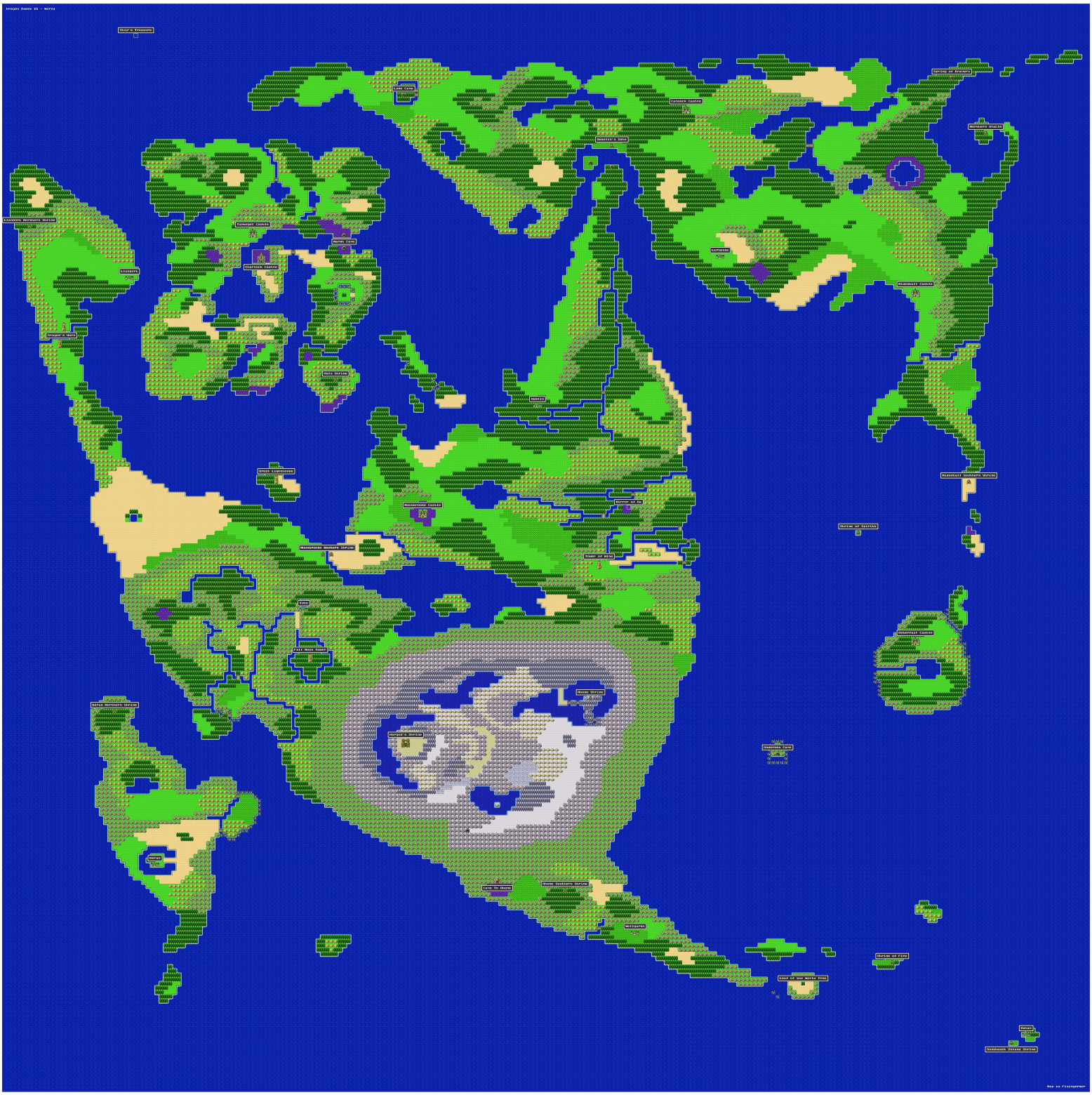
Upon this game's release it was mentioned in Nintendo Power that Enix was not sure if there would be a U.S. version, and that would depend on how much interest there was. Unfortunately the Super Famicom/SNES version of Dragon Quest 2 was never officially released in the United States.

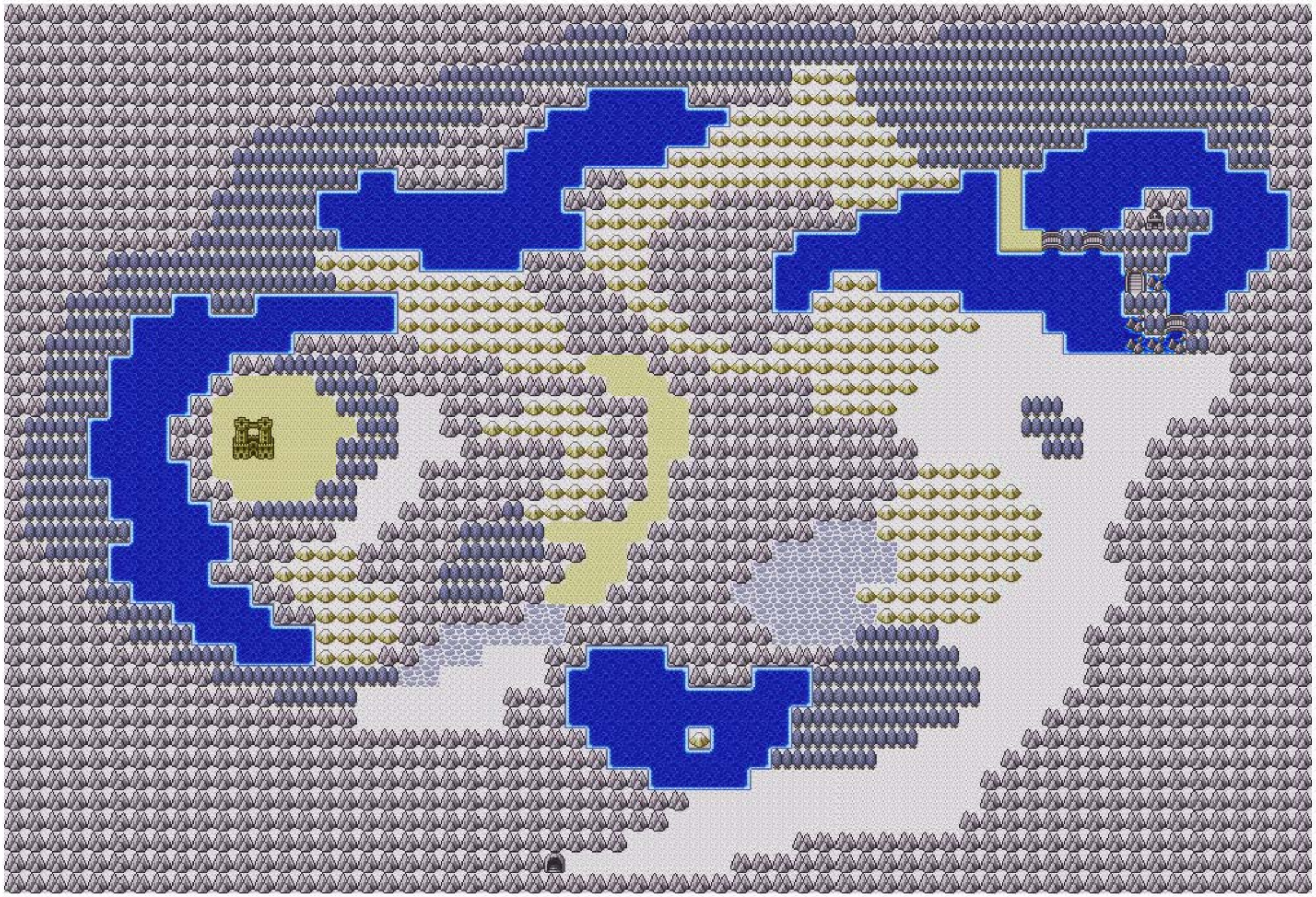
This game fixes all of the A.I. issues that you would have in battle on the NES version. Your characters are more intelligent when choosing which monster of a group to attack. Also if they are set to attack a monster that gets defeated by another character, they then attack a different monster instead of wasting a turn as was done on the original version.

All of the towns and castles have the same layout as the original NES version, but many of them have new rooms added, some which can be reached by stairs.

This version added seeds your character can find in various locations which increase stats like Agility and Strength. These were not available on the original title.

Besides seeds, you can also find other items like Herbs, Wings, etc, hidden in random places like pots or dresser drawers. This was also unavailable on the original NES version.


Dragon Stones II — World
Thief's Treasure
Lake Cave
Cornock Castle
Sorcerer Arcanyn
Gwendlyn's Gated
Northwind Shrine
Lizardo Northwest Shrine
Zaxnogga Castle
Human Cave
Kaffeine
Deadmeat Castle
Lizardo
Dragon's Nest
Chestrock Castle
Crypt
Ghost Shrine
Hamlet
Frost Lighthouse
Mudstorm Castle
Mirror of Ra
Deadmeat Southern Shrine
Shrine of Spirits
Mossmoss Wetlife Shrine
Tower of Mind
Ship
Deadfrost Castle
Field Moon Tower
Ruins Shrine
Nepal Northern Shrine
Dragonia's Shrine
Shadow Cave
Nepal
Cave to Moon
Shrine Sorcerer Shrine
Wolfhaven
Shrine of Fire
Land of Owl World Tree
Zanad
Overmoon Island Shrine
map by Fridgefarmer



Alefgard, a continent ruled by King Lars XVI of Tantegel, has been transformed into a world of monsters by DracoLord. The Evil DracoLord has easily rebuffed every effort to defeat him. One day, an oracle prophesied:

"In the distant past, the legendary hero Loto defeated the demon king and saved Alefgard from the black shadow of evil. A descendant of Loto will soon arrive. That progeny will bring the DracoLord to justice!"

Several years later, just as predicted, a hero descended from Loto appeared. The hero's long quest now begins!



Released on September 27th, 2000 for the Nintendo Game Boy Color, this is a remake and port of the original Dragon Warrior game from the NES.

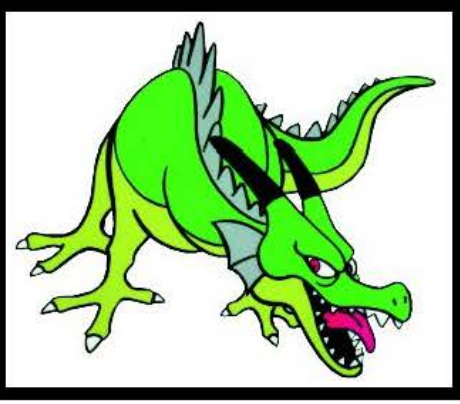
Dragon Warrior begins in the throne room of King Lars. He tells of your legendary ancestor Loto, who fought demons with a Light Orb. However an arch enemy known as the DracoLord has stolen the Light Orb, and it is your task to bring it back. You also discover later on that the DracoLord has kidnapped King's daughter, Lady Lora. King Lars allows you to take the contents of three treasure chests, and also advises you speak to his guards, who may provide information to aid you in your quest. One of the chests contains gold, just enough to buy Cloth Armor and a Club at the nearest town. When visiting towns it is best to speak to each person, and search all areas for possible hidden entrances. Most towns in the game contain shops which sell weapons and armor needed for battle, as well as other items like herbs and torches. Every town has at least one door that is locked and unable to open. You will be able to enter those doors later on after you acquire Keys.

Besides speaking to villagers and searching for clues and hints in the towns, the other major aspect of the game is battling monsters, which you will do most of the time. When doing battle with monsters, a menu screen pops up asking how the player would like to proceed. There are 4 choices on the menu battle screen, Fight, Spell, Run, and Item. When defeating a monster, you earn Gold and Experience Points (EXP). The gold is used to buy weapon and armor upgrades, or other items. The EXP you obtain during battle is saved into a database, and continues to add on with each monster you defeat. Eventually your character gains levels of experience, and reaching higher levels makes you stronger, and also gives you the ability to learn several spells. When taking attacks from monsters, you lose Hit Points (HP). Your character only has a certain amount of HP, which does increase when your levels rise after gained EXP. When your HP is low it can be replenished by staying at Inns, which are located in most of the towns. The way to save your progress is by speaking to King Lars in his castle, which is known as Tantegel. If you are defeated in battle, your character transports back to King's throne room. He gives you another chance to continue, but you lose half of your gold. That is why saving the game often is very important.

Tantegel Castle and its surrounding towns are located on a continent called Alefgard. There are several different towns you can visit, as well as caves which contain monsters. A torch is needed to enter a cave, and you often find treasure in the depths of the caverns. Later on after leveling up your character learns a spell called Radiant, which lights up caves and dungeons better than a standard torch. When first starting the game, it is best to stay close to Tantegel Castle until your character is strong enough to venture farther out to other areas.

This Game Boy Color version of Dragon Warrior marks the second time the game has been ported, the first was on the SNES, only in Japan. With it being on a different system, there are changes in the way the game looks and sounds, however the storyline remains intact. Check out the Maps and Monsters sections to see the differences in graphics. Also be sure to take a look at the Fun Facts page to see some of the other differences from the NES version of the game.

Whether you are playing the original version, or one of the ports or remakes, you are sure to discover that Dragon Warrior is one of the finest Role Playing Games ever released.



Monster	HP	Gold	EXP	Special
 ArmKnight	47	150	78	StopSpell
 AxeKnight	99	152	172	Healmore, Firebane
 BlueDrgn	98	150	180	Breathes fire
 DeadNite	40	120	72	Heal
Drackeema	16	25	20	Heal, Firebal
 Dracky	5	6	3	-
 DracoLord	242	-	-	Sleep
 DracoLord (true form)	387	-	-	Breathes fire, Intense flames
 Dragon	72	160	135	Breathes fire
 Dragon	166	250	950	Breathes fire
 Droll	43	30	18	-
 DrollMagi	44	110	58	Sleep
 Druin	22	50	28	Firebal
 DruinLord	56	185	120	Firebane, StopSpell
 Eyeder	18	14	21	-
 EyedrLord	46	55	56	Heal
 Goldman	110	660	6	-
 Golem	153	10	2500	-
 MadKnight	67	165	130	Sleep
MagDracky	13	20	12	Firebal
 Magician	12	16	8	Firebal
 MagWyvern	48	135	83	Heal, Sleep
Metaly	3	6	775	Firebal
 MtlScrpio	18	48	31	-
 Poltergst	26	19	15	Firebal
 RedDragon	106	143	350	Breathes fire, StopSpell
RedSlime	3	4	2	-
 RgeScrpio	40	110	70	-
 RockGolem	135	148	155	-
 Scorpion	13	26	16	-
 ShdwKnght	38	148	90	-
 Skeleton	24	42	25	-
 Slime	2	2	1	-
 Specter	48	75	47	Firebal, Sleep
 Spooky	7	8	4	-
 StarWyvrn	74	169	105	Breathes fire
 Werewolf	50	155	95	-
 Wolf	33	60	40	-
 Wolflord	37	80	52	StopSpell
 Wraith	39	62	42	Heal
Wyvern	37	105	64	-

1. Where are the keys sold? 3 Locations, the first place you will find them is in the town of Rimuldar. The keys are sold in the shop located in the Northwest corner. You have to walk along the grass to your right when you first enter Rimuldar, right before the bridges. The second shop that sells keys is located in Tantegel Castle, however you need a key just to get into the area where the shop is. Finally, you can find a key shop in Mercado, for the most expensive price.

2. Where is the Sun Stone at? It is located in the dungeon of Tantegel Castle, which is in the Southeast corner. You will need a key first to enter.

3. How do I get the Wise Man in the shrine south of Rimuldar to give me his treasure chest? You need to have Loto's Token first, then take that along with the Sun Stone and Rainstaff to him, he will then make the Rainbow Drop.

4. Where is the Shiny Harp? It is deep within Garin's Tomb, follow the directions on the map to get to it.

5. Where is Lady Lora hidden at? In the Marshy Cave, you have to defeat a Dragon before rescuing her.

6. Where is Loto's Token located? It is Southeast from Mercado, 70 South and 40 East of Tantegel if using Lora's Love as a compass.

7. Where is Loto's Armor? In Domdora, you must defeat the MadKnight first to get it.

8. Where is Loto's Sword? In DracoLord's Castle, follow directions on the map.

9. Where is the Flute at? 4 steps south of the bath in Kol.

10. Where is the entrance to Garin's Tomb? First you need a key to get into the large building. Then go towards the Northwest wall and there will be a 2nd door, you must search for it. This map shows the door already open so you know where to search.

11. I am stuck in DracoLord's Castle, how do I get to another floor from the main one? There is a secret staircase behind the throne, you must hit the search button to access it.

12. How do I defeat Golem, the monster who guards Mercado? Playing the Flute immediately puts him to sleep. He may wake up during battle, if so just play the flute again.

13. What happens if I agree to join the Dracolord and share half the world with him? He says "Thy journey is over. Take now a long, long rest. Hahahaha..." and then the stat screen turns red while the game freezes up. You have no choice but to reset, therefore you lose whatever you did during that period of playing since you could not save.

Tips

- You start the game with a limited amount of gold, buy the Club and Cloth Armor from the weapon shop at Tantegel Town, the Club is the best weapon to start the game with.

- There are 2 Vaults in the game. They are located in Radatome Town and Mercado.

- Do not try to fight the DracoLord until you are equipped with Loto's Sword, Loto's Armor, and the Silver Shield.

- Instead of throwing the Devil Belt or Choker away, sell them at item shops.

- If you do get cursed by equipping one of those items, there is a Wise Man in Brecconary who can lift the curse at no charge.

- You can only carry 10 different items at a time, so you should put items which you may not be using for awhile into the vault.

- You can carry up to 6 keys at a time, be sure to replace keys often after use because you will encounter dungeons and other areas where you may need more than 1 key.

- Every time you cross a bridge be prepared because the monsters are always stronger on the other side.

- The Wise Man in Tantegel restores you MP each time you speak to him. His location is on this map at the bottom, near the letter E.

- The Magic Armor and Loto's Armor both restore HP when walking. Also you can walk through swamps without losing HP when equipped with Loto's Armor.

- There is a man in Radatome Castle that restores your HP. He is in the area right before you walk over the bars that cause you to lose HP, you need a key to enter this area first, and he is up a set of stairs.

Due to the text limitations of the Game Boy Color, most of the monster names have been shortened. For example, Metal Scorpion is MtlScrpio, Blue Dragon is BlueDrgn, etc.

This game keeps all of the monster name changes that happened on the SNES remake. The Dragonlord is DracoLord, Ghost is Spooky, etc.

This is the only game in which the Drackyma's name was spelled as Drackeema.

Most of the monsters give more Gold and EXP than the original version.

The Goldman gives nearly 3 times the amount of Gold than the NES version.

Some of the monster stats are lower than they were in the SNES version.

In the NES game you received 5 EXP from defeating Golem, now you receive 2500 EXP.

The Metal Slime also received a drastic increase in EXP from 115 to 775.

The Shadow Knight is not pure black in this game, it is now a Skeleton with a bit of a shadow covering it.

Erdrick is known as Loto in this game.

Overall the game moves along much faster than the NES version. The main reason is that the monsters give more Gold and EXP, meaning you level up quicker, and can buy expensive items sooner.

Most of the glitches from the NES version have been removed. Such as being able to fight the Axe Knight twice in Domdora (Hauksness), or certain treasure chests replenishing themselves when you exit the town or dungeon.

Many of the town and dungeon names have changed from the NES version. Cantlin is now Mercado, Hauksness is known as Domdora, Brecconary is Tantegel Town, etc.

Many of the monster names have also been changed. Dragonlord is DracoLord, Metal Slime became Metaly, etc.

Most of the towns have more townspeople in them from the NES version.

You can see that stats on weapons armor, before you purchase them

You no longer have to automatically sell weapons and armor when you purchase replacements.

King Lorik is known as King Lars, and Princess Gwaelin is Lady Lora.

Golem and Dracolord are the only 2 monsters in the game that you fight just once.

All of the towns and castles have the same layout as the original NES version, but many of them have new rooms added, many which can be reached by stairs.

This version added seeds your character can find in various locations which increase stats like Agility and Strength. These were not available on the original title.

Besides seeds, you can also find other items like Herbs, Wings, etc, hidden in random places like pots or dresser drawers. This was also unavailable on the original NES version.

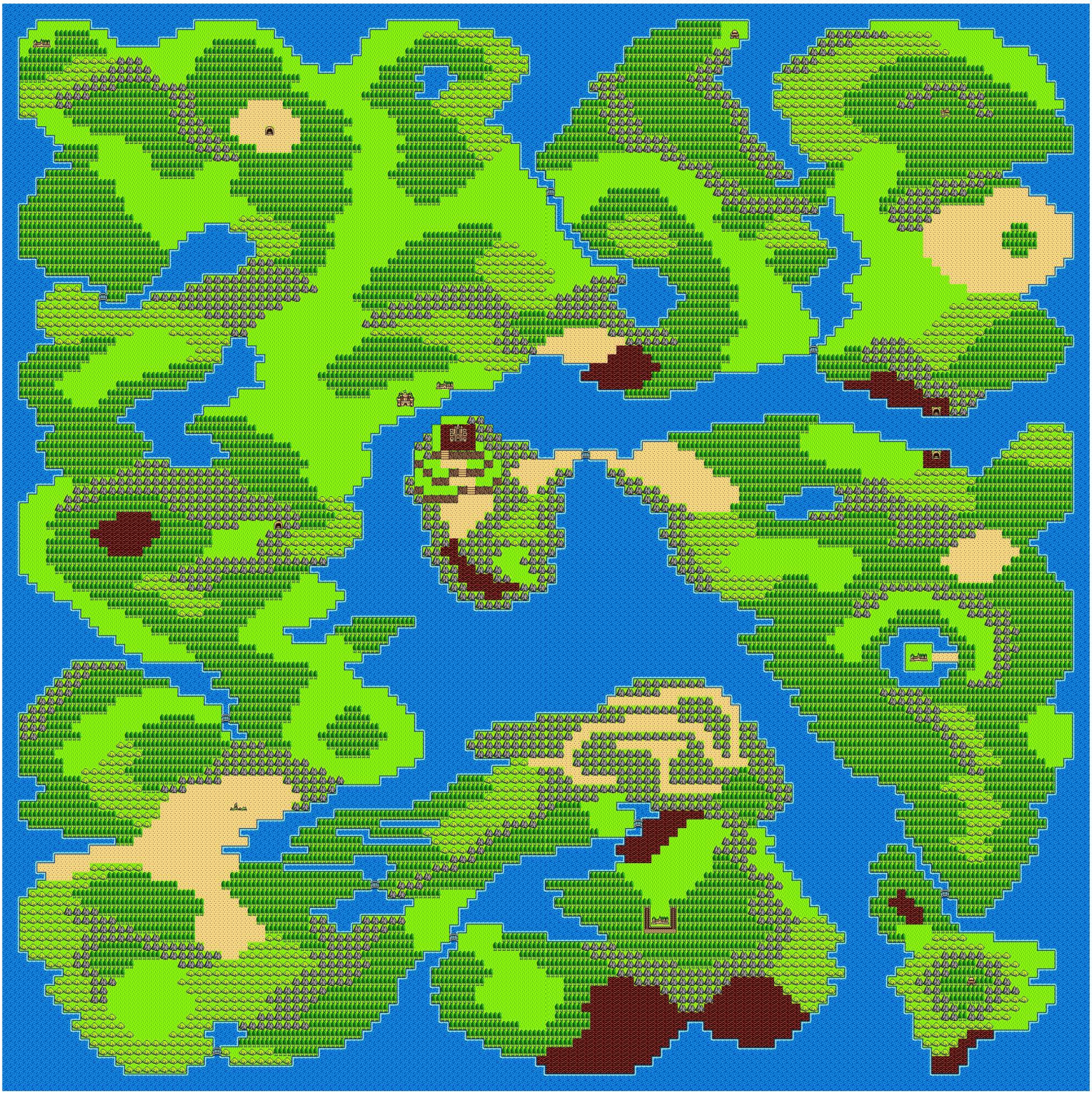
This version also adds a Vault in which you can store gold and items. There is a Vault in Tantegel Town and Mercado.

This game is also playable on the regular Game Boy, and it is in black and white on that system.

GameShark Codes

Some codes only work when starting a new game

Code	Effect
01FFECC9	Infinite HP
01FFEDC9	Max HP
01FFEEC9	Infinite MP
01FFEFC9	Max MP
01FF88CA 01FF89CA	MAX Gold
01FFE9C9 01FFEAC9	65535 EXP
01FFF2C9	Max AGL
01FFF0C9 01FFF3C9	Max STR AND ATK
01FFF1C9 01FFF4C9	Max GRD AND DEF



MAP OF ALEFGARD



DRAGON WARRIOR I

WORLD MAP



LEGEND FOR *DRAGON WARRIOR I* WORLD MAP

1 . . . .Tantegel Castle	6 . . . .Rain Shrine	11 . . . .Mercado
2 . . . .Tantegel	7 . . . .Rocky Cave	12 . . . .Domdora
3 . . . .Loto's Cave	8 . . . .Marshy Cave	13 . . . .Poisonous Swamp
4 . . . .Garinham	9 . . . .Rimuldar	14 . . . .Rainbow Bridge
5 . . . .Kol	10 . . . .Sacred Shrine	15 . . . .Dracolord Castle



The hero of Dragon Warrior departed Alefgard with Lady Lora as his bride. Together they founded a beautiful kingdom on a distant continent. That kingdom eventually split into three prosperous kingdoms.

One day, a hundred years later, an injured solder arrived in Lorasia, one of the three kingdoms, bearing terrible news. Hargon, a sinister cult leader, is trying to destroy the world with the power of a terrifying being that lives only for chaos.

The Prince of Lorasia, the Prince of Cannock and the Princess of Moonbrook, three descendants of Loto, band together to embark on a grand quest of adventure and danger to halt Hargon's evil design.



Released on September 27th, 2000 for the Nintendo Game Boy Color, this is a remake and port of Dragon Warrior 2 from the NES.

You are the Prince of Lorasia, and a descendant of Loto. You must seek out the Prince of Cannock, and the Princess of Moonbrook. Together the three of you will go on a journey to defeat Hargon, before he and his monsters destroy all towns in their path. It will take all of your combined powers to stop him.

Dragon Warrior 2 is a sequel to the smash hit RPG, Dragon Warrior. There were many changes and improvements in this game. One of the first differences you will notice almost immediately is that you often face more than 1 enemy at a time, even before you team up with the Prince and Princess. This makes the monster battles more challenging. Another major change is the ability to travel the sea by boat, and visit other continents. There are many more places to visit in Dragon Warrior 2, and you will spend hours battling vicious creatures while honing the skills of your party.

There are more than double the amount of monsters in Dragon Warrior 2 when compared to the first game. There are many fierce enemies who often can only be defeated by the combined efforts of your team. Most of the enemies have a special ability like attacking twice, poisoning their opponent, and even calling for help from other monsters. Many of these creatures are able to cast spells, some of which can be very devastating to you and your party. Almost every monster you battle occasionally drops a treasure chest when defeated. The treasures vary from Herbs, to Weapons, Shields, Helmets, and much more. Only 5 monsters from Dragon Warrior make their return for this game. The rest are all new creatures, which take terrifying forms. Their leader Hargon will prove to be more of a greater challenge than the DracoLord.

The gameplay for Dragon Warrior 2 does not change much from it's predecessor. Your characters still gain EXP and level up when battling, as well as acquire amounts of gold. There are plenty of weapons and armor to choose from, especially since you have other members of your party to suit up besides yourself. While the game does have dungeons and caves, you no longer need torches. It is still wise to speak to every person you encounter, as you will need as many clues as possible to figure out the secrets of these new lands where you will travel. Dragon Warrior 2 did an excellent job of continuing the series. With all of its new and impressive features, and its exciting storyline, you will truly be put to the test to prove your heritage of the great Loto.



Monster	HP	Gold	EXP	Special	Treasure
 AgDevil	132	96	321	Sweet-breath, HealAll	-
 ArcDemon	235	235	1475	Spews fire, Explodet	Wizard Ring
 ArmorPede	18	30	14	Poison	Leather Armor
 ArmyAnt	9	2	4	Calls for help	-
 Atlas	297	250	2500	Dual attacks	Sword of Destruction
 Babble	12	4	8	Poison	Copper Sword
 Baboon	39	45	33	-	Club
 Basilisk	46	58	41	Poison	Repellent
 BatDemon	127	100	542	Poison Breath, Firebane, Sacrifice	Devil Armor
 Blazuzu	253	240	3350	Defeat, Firebane, StopSpell	-
 Berserker	66	123	147	-	Hammer
 BigRat	16	5	7	-	Warp Wing
 Blizzard	128	129	412	Defeat, Defense, Increase	-
 Cyclops	156	91	257	-	-
 DarkEye	75	81	118	Strange dance, Sweet-breath, Surround	-
 Disciple	80	135	211	Defense, HealMore	-
 Dracky	8	3	3	-	Club
 Dragon	9	3	3	Breathes fire, Spews flame	Devil Sword
 DragonFly	46	43	59	Breathes fire, Drops Amulet	-
 Enchanter	40	30	37	Stopspell	-
 EvilClown	61	132	107	Firebane	-
 EvilEye	48	88	92	Strange dance	-
 EvilTree	61	95	67	Strange dance, StopSpell	Repellent
 FaceTree	82	80	50	-	-
 Flame	61	101	315	Breathes fire, Calls for help, Spews flame	-
 Gargoyle	62	95	107	-	Iron Helmet
 Gas	52	62	39	Stopspell, Sleep, Surround	-
 GhostRat	20	25	23	Calls for help	Herb
 Ghoul	75	100	91	-	Sickle
 GiantSlug	8	3	2	-	-
 Gigantes	158	165	580	Brutal hit	Devil Sword
 GoldOrc	95	255	83	Heal	-
 Goopi	46	42	29	Calls for help	-
 Gorgon	26	62	50	Surround	Repellent
 Gragoopi	50	30	43	-	Copper Sword
 Gremlin	51	47	52	Breathes fire, StopSpell	Warp Wing
 Hargon	479	-	-	Dual attacks, Spews fire, Sweetbreath, Explodet	-
 HawkMan	69	45	74	Heal	-
 Healer	23	5	15	Heal	-
 Hibabango	53	83	81	Defense	Chain Mail

Monster	HP	Gold	EXP	Special	Treasure
 Hork	84	51	61	Poison, Sweet-breath	-
 Hunter	61	97	82	-	-
 IronAnt	6	4	2	-	Herb
 Jellyfish	27	50	25	Unconciousness	Warp Wing
 KingCobra	16	9	9	Poison	Antidote
 LizardFly	12	20	27	Firebal	-
 Magabboon	34	45	40	Calls for help	-
 MagicAnt	14	8	18	Sleep	SlotToken
 Magus	174	170	734	Defense, Explodet, Increase, Revive	Bolt Wand
 MagVamprs	88	103	182	Breathes fire, Defense, Sleep	-
 ManEater	36	31	29	Sweet-breath	SlotToken
 MedusaEye	48	29	36	Defense	Antidote
 MegaNite	70	80	115	Defense	-
 Megapede	16	25	33	Poison	Leather Shield
 Metabble	4	255	10150	Firebal	-
 Metaly	4	90	125	Firebal, Sleep	-
 MtlHunter	71	150	125	Brutal hit, Dual attacks	-
 MudDoll	24	35	32	Strange dance	Repellent
 Mummy	75	60	62	-	Cloth Armor
 MummyMan	43	40	44	-	Cloth Armor
 Orc	86	50	61	-	-r
 OrcKing	99	181	204	HealMore	SlotToken
 Ozwarg	69	121	159	Firebal, HealMore, StopSpell	DvlTail
 Phantom	14	6	6	-	Cloth Armor
 PoisnLily	46	25	31	Poison, Poison Breath	-
 PuppetMan	60	13	37	Strange dance, Increase	-
 Reaper	35	45	44	-	Sickle
 Roboster	106	120	554	Dual attacks	-
 SaberLion	90	55	128	-	-
 SaberTger	39	55	45	-	Copper Sword
 SeaSlug	26	80	24	Sweet-breath	Copper Sword
 Sidoh	1813	-	-	Dual attacks, Intense flames, Defense, Increase	-
 Slime	4	2	1	-	-
 Smoke	12	40	18	StopSpell	Cloth Armor
 Sorcerer	13	10	10	Firebal	Wooden Stick
 Undead	60	82	45	-	-
 Vampirus	52	83	95	Calls for help	Warp Wing
 Warlock	65	110	62	Firebane, StopSpell	Evade Armor
 WildMouse	10	5	5	-	Herb
 WizDracky	12	10	12	Defense	Club
Zarlox	335	255	4750	Dual attacks, Spews fire, Explodet	-
Zombie	62	25	40	Surround	Leather Armor

If you have any questions you would like answered, or anything to add to this page please send an email

1. Where are all of the Seals at? Check the Seal Locations page for locations of each seal.

2. Where is Lagos hiding? He is actually still in Wellgarth, hiding in the wall behind his cell, check the map for location.

3. Where is the Princess of Moonbrook? She is the dog in Hamlin. You need the Lar Mirror to break the curse on her.

4. Where is the Lar Mirror? South of Hamlin you will come to an area where you can see 4 bridges and a swamp. It is located in that swamp, you will need to hit the search button.

5. Where is the Silver Key? Inside the Lake Cave.

6. Where is the Gold Key? In Zahan, you will find a dog that will run near a tree and start barking. Search that area for the key.

7. Where is the Jail Key? In Wellgarth, it is sold in a shop, but there is a blank spot on the line where it should be listed when you talk to the merchant, it costs 2000 gold.

8. How do I get Don Mahame to finish making the Water Robe? Once you have delivered the Holy Loom and Dew Yarn to him, go somewhere and save your game and say you do not wish to continue. Then shut the game down and restart it. When you return, he will have finished the Water Robe.

9. How do I get into the Ocean Cave? Use the Moon Shard, and the shoals around it will go underwater.

10. Hargon's Castle looks just like Lorasia, how do I show its true form? Use the Rubiss Charm to dispell the illusion.

11. How do I get on the second floor of Hargon's Castle? Look on this map. Use the Evil Statue and you'll be transported to level 2.

12. Where is the Evil Statue? It is located deep within the Sea Cave.

13. Where can I find Rubiss Charm? After you have all 5 of the seals, sail south of Lorasia until you find an island with only a monolith on it. Go to the bottom floor and stand in the center of the room, Rubiss will speak to you and give you the Charm.

14. Where is the World Leaf On a small island southeast of Wellgarth.

15. Where did the Pirate Ship that the Merchant in Lianport mentioned sink at? It is directly north of Lianport, you will have to sail for a little while. Its location is not in the same exact spot as the NES version. It is a little more in the NW corner, look for something that is sparkling.

16. Where is the Echoing Flute? You get it from the Merchant in Lianport after you trade him the Sunken Treasure.

17. Where is the Thunder Sword? Inside the Cave to Rhone. It is out of the way and rather hidden as you have to fall through several trap doors.

Tips

- Carry several Antidotes when you begin your quest, you will probably get poisoned a few times by Babbles and Snakes.

- Most of the enemies of the ocean are rather weak, but at times there are many of them that appear while you travel the blue sea. This can become quite annoying, so after you are at a decent level you should use Repellent and/or the Repel spell to make your sea voyages go by more quickly. You can get better EXP off of land enemies in this game.

- Buy a Heal Shield for all of your party members even if they cannot equip it, or even when they are equipped with a stronger shield. Use the Heal Shield as an item during battle to heal yourself. It is equivalent to the HealMore spell, and using the shield does not reduce your magic. It does not have to be equipped in order to use.

- After you use a World Leaf, you can go back to the same spot you originally found it, and another will be there.

- The monsters inside the Cave to Rhone are very strong, but once you get outside the cave and make it to Rhone they are even stronger. Be prepared for doing a lot of battle in the Rhone area.

Take the five seals to the Elemental Spirit's Home (located north of Osterfair by ship) to receive Rubiss Charm. The echoing flute will help you locate the seals.

Sun Seal

Sail west of Zahan to the fire shrine. Search in the upper right corner.

Water Seal

Once you have all the keys, go to Hamlin and defeat the demons.

Star Seal

Tower South of Alefgard. Follow the old man in it to the treasure chest. He is actually a demon you must defeat.

Moon Seal

Defeat the SaberTger in Osterfair and the King will give you the seal.

Life Seal

Search the bottom floor of the Rhone Cave.

Due to the text limitations of the Game Boy Color, most of the monster names have been shortened. For example, Army Ant is ArmyAnt, Mega Knight became MegaNite, Saber Tiger is SaberTger, etc.

Many of the monster names have been changes from the original NES version. Man O' War became Jellyfish, Malorth became Sidoh, Titan Tree is FaceTree, and more.

The Magidrakee became WizDracky, to separate it from the original Magidrakee of Dragon Warrior, which is a completely different monster.

Most of the monster Stats, Gold, and EXP did not change that drastically from the original version, with the exception of Sidoh, who saw a major increase in HP.

Erdrick is known as Loto in this game.

This game fixes all of the A.I. issues that you would have in battle on the NES version. Your characters are more intelligent when choosing which monster of a group to attack. Also if they are set to attack a monster that gets defeated by another character, they then attack a different monster instead of wasting a turn as was done on the original version.

Some of the town and dungeon names have changed from the NES version.

Many of the monster names have also been changed. Magidrakee is WizDracky, Metal Slime became Metaly, etc.

All monsters from the NES version of the game were included except for the Mummy.

All of the towns and castles have the same layout as the original NES version, but many of them have new rooms added, many which can be reached by stairs.

This version added seeds your character can find in various locations which increase stats like Agility and Strength. These were not available on the original title.

Besides seeds, you can also find other items like Herbs, Wings, etc, hidden in random places like pots or dresser drawers. This was also unavailable on the original NES version.

This game is also playable on the regular Game Boy, and it is in black and white on that system.

You can rename the Prince and Princess characters if you desire. First, save your game and rest. Press continue to go to your files. Put your arrow next to the file you want to have their names changed and for the prince Hold left & Select & Start and then Press A, then rename your character. For the Princess hold Right & Select & Start then Press A.

GameShark Codes

Some codes only work when starting a new game

Hero Codes	Effect
01FFECC9	Infinite HP
01FFEDC9	Max HP
01FFEEC9	Infinite MP
01FFEFC9	Max MP
01FFF2C9	Max AGL
01FFF0C9 01FFF3C9	Max STR AND ATK
01FFF1C9 01FFF4C9	Max GRD AND DEF
01FFE9C9 01FFEAC9	65535 EXP

Prince Codes	Effect
01FF16CA	Infinite HP
01FF17CA	Max HP
01FF18CA	Infinite MP
01FF19CA	Max MP
01FF1CCA	Max AGL
01FF1ACA 01FF1DCA	Max STR AND ATK
01FF1BCA 01FF1ECA	Max GRD AND DEF
01FF13CA 01FF14CA	65535 EXP

Princess Codes	Effect
01FF40CA	Infinite HP
01FF41CA	Max HP
01FF42CA	Infinite MP
01FF43CA	Max MP
01FF46CA	Max AGL
01FF44CA 01FF47CA	Max STR AND ATK
01FF45CA 01FF48CA	Max GRD AND DEF
01FF3DCA 01FF3ECA	65535 EXP

DRAGON WARRIOR II

WORLD MAP



LEGEND FOR *DRAGON WARRIOR II* WORLD MAP

1 . . . .Lorasia Castle	7 . . . .Hamlin	13 . . . .Sunken Ship	19 . . . .Wellgarth	25 . . . .Ocean Cave
2 . . . .Leftwyne	8 . . . .Moonbrook Castle	14 . . . .Dracolord Castle	20 . . . .Zahan	26 . . . .Oracle
3 . . . .Cannock Castle	9 . . . .Wind Tower	15 . . . .Lighthouse	21 . . . .Osterfair Castle	27 . . . .Spirit Shrine
4 . . . .Hero's Spring	10 . . . .Drakhorns	16 . . . .Sacred Shrine	22 . . . .World Tree	28 . . . .Path to Rhone
5 . . . .Lake Cave	11 . . . .Lianport	17 . . . .Tuhn	23 . . . .Flame Shrine	29 . . . .Hargon Castle
6 . . . .Lora's Gate	12 . . . .Tantegel Castle	18 . . . .Beran	24 . . . .Lune Tower	30 . . . .Rhone Cave

Back in medieval times-the 1980s-a scrappy little knight hacked out a trail for console RPGs on the NES. Enix will soon resurrect the brave warrior and his descendants to work their magic on Game Boy Color in two epic quests known as...

DRAGON WARRIOR I·II

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Slayer's Story

As the Dragonlord grew in power, the forces of evil spread like wildfire across the Kingdom of Alefgard. Monsters and madmen lurked in the countryside, attacking anyone foolish enough to wander beyond the castle walls. The citizens of the embattled land held on to one thin strand of hope: a prophecy that a descendant of the legendary warrior Loto would fight for their freedom. Few would guess that the weak and weaponless youth who arrived at Tantagel Castle would be the one destined to defeat the mighty Dragonlord. Fewer still would believe that the youth would begin a noble bloodline that would last through the ages, its heroes called upon whenever evil threatened the land. With the September release of Dragon Warrior I & II for Game Boy Color, Enix returns fans of role-playing games to the hallowed beginnings of the genre.







Resurrection



Like many classic RPGs, the two Dragon Warrior games included on the Game Pak take place in a fantasy world filled with swordplay, sorcery and supernatural beasts. Despite the similarities of the turn-based fighting systems and general look of the landscape and characters, the games offer two distinctively different RPG experiences.

Dragon Warrior I

One of the great traditions in mythology is the story of the lone adventurer conquering evil in the face of seemingly insurmountable odds. The first installment in the Dragon Warrior series throws you into the fray with little more than a horned helmet, the clothes on your back and the generosity of Alefgard's citizens. As you move from town to town, fighting monsters and collecting gold, the details of your mission to defeat the Dragonlord will begin to unfold.



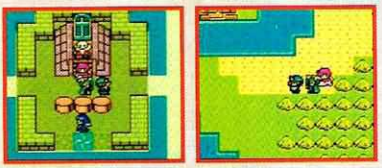
The King is a fountain of important information, such as how many more experience points you need to reach the next level. DW I screens are shown with blue borders.

Dragon Warrior II

The second quest takes place many years after the defeat of the Dragonlord. An era of peace and tranquility has been broken by the monstrous armies of Hargon, who invade Moonbrook Castle to assassinate the King.

Party On, Warriors

As the Prince of Lorasia, you'll need to travel the countryside in search of like-minded adventurers then set off as a party to stop Hargon from resurrecting an evil entity.



Dragon Warrior II, shown with red borders, differs from the first installment of the series in many fundamental ways, such as the use of traveler's gates to warp to new locations.

Polished Treasure

Derived from the phenomenally successful Japanese RPG Dragon Quest, the original Dragon Warrior was tailored to appeal to a younger audience. Fans of the series will be excited to learn that the GBC versions of I & II offer new translations from the original Japanese to better reflect the spirit of Dragon Quest.

Scenic Combat

Battles in DW I & II take place over a background showing the natural features of the landscape, such as trees when you fight in a forest. The original DW battles took place on a black field.



Name Games

As with the rest of the text translation, the names in DW I & II have been altered from the original DW. For example, the legendary warrior Erdrick was changed to Loto, which is closer to the Japanese name.





Where Dragons Fear to Tread

Alefgard and the various kingdoms of DW II are large worlds that must be explored with the bravery of a knight and the skill of a cartographer. Travel across deserts, through forests and over hills to find castles, towns and other important landmarks. You'll even need to slog through poisonous swamps.

Terra Incognita



A few obstacles—like mountains—are impassable for intrepid warriors.



Dungeons and caves hold many dangers, such as fire-breathing Dragons.

Hidden Agenda

You know from the beginning that you need to defeat the Dragonlord, but the devil is in the details. You'll need to think like a police detective, putting together various pieces of information to figure out secrets.



Day Tripping

Every town in DW I & II is important and unique. You'll probably visit each of them several times during your adventure.





Sparsely populated towns contain many shops, buildings and items that are necessary to completing your quest.

Talk of the Town

Townspeople are always ready to bend your ear with the latest rumor. You'll find some of the information valuable.



You're Warped

Mystical Traveler's Gates allow you to warp to different locations—some of them inaccessible by other means.



Come Sail Away

Your characters in DW II can't swim, but you'll be able to sail the high seas once you find a docked ship.





Fight Club

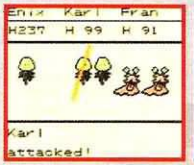
You won't be able to travel far in the countryside without encountering trouble from hostile monsters. Turn-based fighting and random attacks should be familiar to anyone who's battled Pokémon, but DW I & II offer plenty of options to keep things interesting. DW II offers complex battles with multiple combatants on either side.

Swordplay

You usually get the first turn in a battle, and usually you'll elect to fight. The option delivers a blow from whatever weapon you've equipped.



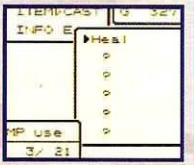
You are the solitary warrior in DW I. You fight each battle against one enemy.



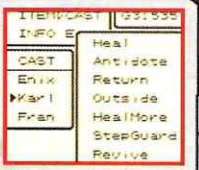
Find some friendly warriors to help you defeat the multiple enemies in DW II's battles.

Magic Moments

Many of your enemies will use magic spells against you, so it's only fair that you return the favor. Learn new spells as your level increases.



The Heal spell restores Hit Points (HP) lost in battle, but uses up Magic Points (MP).



Certain characters you control in DW II have stronger magical abilities than others.

Pump Yourself Up

Each time you win a fight in DW I & II, you'll gain Experience Points (EP)—the tougher the battle, the more points you're awarded. EP are required to raise your level, which determines maximum HP, MP and fighting abilities. The amount of required EP gets progressively greater for each successive level.



Experience Points build up until you are promoted to a higher level.



Your level determines your strength and prowess in battle.

Gold Standard

From the lowliest Slime to the fiercest Dragon, each enemy you fight has gold for the taking. As you might expect, the money comes in handy when you need to upgrade your equipment.

Nap Time

An overnight stay at an inn is the best way to restore depleted HP and MP, and the rates are reasonable.



Alefgard Artifacts

Although you start off your quest with virtually no possessions, you'll quickly discover that you don't have room for all the items you'll find. You'll have to buy many necessary items at town shops, but you should also keep your eyes open for freebies hidden in pots or drawers.



Herb

Curative Herbs will replenish a limited amount of HP lost in battle.



Anditote

Antidote will cure you if a monster's poison is depleting your HP.



Warp Wing

The Warp Wing will instantly transport you back to your home castle.



Keys

As you know, keys open doors. In DW II, doors and keys are color-coded.

Trading Up

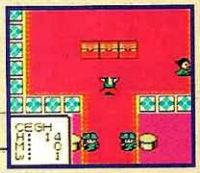
Item management is critical to success in the game. Sell obsolete possessions like old weapons for fancy new items.



You can unload your possessions for fast cash at any shop in Alefgard.

Grab 'n' Go

We all know that stealing is wrong, but sometimes you're left with no other option. Pop open any treasure chests you find—sometimes there are valuable items or even gold inside them.





Club

A blunt instrument gets the job done when you're too poor to buy a sword.



Copper Sword

The Copper Sword is a good basic weapon until better swords become available.



Iron Axe

Use the sharp Iron Axe to defeat monsters, not to chop wood.

Need a Light?

You won't get far in a cave or dungeon without a torch or the Radiant spell. Try to keep one of the two handy.



Once and Future Warrior

Dragon Warrior I & II are far more than nostalgic trips into the NES past. They offer deep game play that's as complex as any RPG's you'll find for GBC, and the simple interface allows gamers of all skill levels to wander through Alefgard. Prepare to draw your sword for its September release.





©2000 Armor Project/Bird Studio/Enix

Enter the Dragon Warrior...

Raise your shield and prepare for old-school, role-playing combat—two NES sword and sorcery epics have emerged from the mist of video game history to captivate a new audience on Game Boy Color. Enix has polished the classic games until they shine like new armor, capturing the exact game play of the original versions while updating the graphics. The screen may be small, but the adventures are expansive. We'll give you sage advice on Dragon Warrior I this month, then open the spell book for Dragon Warrior II in next month's issue. Dragon Warrior I introduces you to a medieval world ravaged by Draco Lord's monstrous minions. As a descendant of Loto, you'll travel to the far corners of Alefgard, shown at right, to search for valuable items and perform heroic deeds. Each stage in your journey is identified on the main map and pinpointed in red on small reference maps.



1 Tantagel Castle



When you first arrive at Tantagel Castle—weaponless and weak—the king will provide you with a Dragon Warrior's starter kit: gold, a torch and a key to get out of the castle. Spend the money wisely.

Don't Bother Knocking

Much of Tantagel Castle is hidden away behind locked doors. Make a note of all the locked doors you find in the early stages of your quest, then return to them later when you have keys.



Gifts of Gab



Talking to the citizens of Alefgard is often the best way to learn about the world around you. Everybody in the game has something to say, and sometimes the information is critical to your quest. Some of the castle dwellers will give you game play hints and fill you in on a possible hostage situation involving Princess Lora.

Case the Castle



Spend some time poking around the castle before you move into the dangerous world beyond its walls. Check out all the accessible areas to see where they lead, and examine dressers and pots for valuables.



Torch

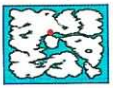
You won't get far in the underground caves and tombs without using a torch to light your way.



Herb

Herbs are invaluable for restoring Hit Points (HP) when you aren't able to rest at an inn.

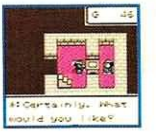
2 Town of Tantagel



The town of Tantagel—a convenient location to pick up supplies—lies just outside the gates of the castle. You'll need to return several times until you're strong enough for an extended journey.

House of Deals

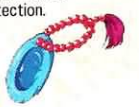
You'll find Items Shops in every safe town in Alefgard. The wares may change slightly from place to place, but you can always buy standard goods like herbs, or sell treasure for quick cash.



Dragon Scale	20g
Herb	10g
Torch	8g

Dragon Scale

A Dragon Scale will provide a slight boost to your defense rating, but only once. Buy one early when you really need the extra protection.



Tales and Tips



You'll know much more about your quest after spending time with the Tantagel townsfolk. Find out about other important sights in the north country of Alefgard in between visits to the Weapons and Armor and Items Shops. You'll also pick up hints about dangers you may face later in your journey.

Warp Wing



The Warp Wing will transport you instantly back to Tantagel Castle from anywhere in the kingdom.

Room at the Inn

Nothing beats a good night's sleep at the inn for replenishing HP and Magic Points (MP) after a long day of battling monsters. You also can store your goods in town when you have too much to carry.



Inn	3g
Storage	FREE

Fine Cutlery



Remember to check in at the Weapons and Armor Shop in each new town you visit. Weapons are rated by how many points they add to your attack rating. Likewise, a stronger Suit of Armor adds points to your defense rating.

Bamboo Stick	10g
Clothes	20g
Club	60g
Copper Sword	180g
Leather Armor	70g
Leather Shield	90g



Clothes Defense +2



The least you can do is put on some clothes if you're going to wander around and fight monsters.

Leather Armor Defense +4

The leather upgrade costs more than cloth, and it allows you to fight with more confidence.

Bamboo Stick Attack +2



It doesn't sound like a very formidable weapon—and it isn't—but you'll need to hit monsters with something.

Leather Shield Defense +2



Leather is effective when warding off the claws of smaller monsters. You'll want an upgrade soon, however.

Club Attack +4



If you feel silly carrying around a Bamboo Stick, then bludgeon enemies with the spiked beauty.

Copper Sword Attack +10



You won't have enough money to buy it right away, but you should invest in the sword as early as possible.

Outside: No Man's Land



The countryside between castles and towns is rotten with belligerent monsters. You won't need to wander far before you meet one of them—but that's not a bad thing. You have to fight to build up HP.

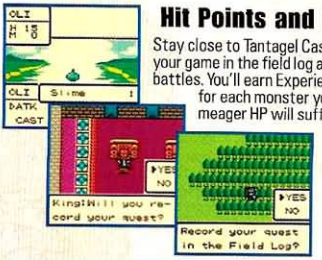
Wretched Wimps

The enemies near Tantagel Castle will give you trouble early on, but they'll be more of an annoyance than a threat once you become stronger and buy better weapons. Slimes will crumple after one hit, but Drakies and Spookies strike back in battle.



Hit Points and Run

Stay close to Tantagel Castle so you can save your game in the field log after your early battles. You'll earn Experience Points and gold for each monster you defeat, but your meager HP will suffer until you grow stronger. Save up for better weapons and armor before you start to explore the wilderness.

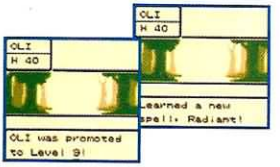


A Whole New Level

Various attributes contribute to your character's battle prowess: strength, defense, agility, HP and MP. As your level increases and the numbers assigned to those attributes go up, you'll learn new spells and be able to fight more powerful enemies.

Personal Growth

You'll be given a breakdown of points assigned to each of your character's attributes when you graduate to a new level. Sometimes you'll gain many points in one area and very little in others.



Level	Exp. Points Needed	Spell Learned	Spell Description
2	7		
3	23	Heal	The first spell you learn takes the place of the herbs you carry by replenishing HP.
4	47	Fireball	The name says it all. The spell allows you to hurl a damaging Fireball at enemies.
5	110		
6	220		
7	450	Sleep	Put your enemies into a deep sleep while you continue to pummel them with weapons and spells.
8	800		
9	1,300	Radiant	A torch burns longer, but the Radiant spell produces a brilliant light that lets you see farther in the dark.
10	2,000	Stop Spell	Use Stop Spell to hamstring enemies who are likely to use sorcery against you.
11	2,900		
12	4,000	Outside	If you're lost in a cave—or you just want to get out quickly—Outside will transport you outside.
13	5,500	Return	Return magically transports you back to Tantagel Castle from anywhere in the kingdom.
14	7,500		
15	10,000	Repel	Minimize your encounters with monsters in the countryside by casting the Repel spell.
16	13,000		
17	17,000	Healmore	If the Heal spell is a good thing, then Healmore must be better, right? Right.
18	21,000		
19	25,000	Firebane	The final spell you'll learn allows you to direct a devastating blast of fire at enemies.
20	29,000		
21	33,000		
22	37,000		
23	41,000		
24	45,000		
25	49,000		
26	53,000		
27	57,000		
28	61,000		
29	65,000		
30	65,535		

Valuable Roughage



You're bound to run across attribute-enhancing foods in your journeys around Alefgard. You'll get a small numeric boost to a specific skill when you eat each of them—but they work only once.

STR Seed



If a warrior is strong, even a Bamboo Stick is a formidable weapon. Eat an STR Seed instead of working out.

Life Acorn



If your character is weak, take a Life Acorn to make your HP grow like a mighty oak tree.

AGL Seed



Bolster your agility by adding the AGL Seed. You'll be able to hit your enemies with greater accuracy.

DEF Seed



The magical DEF Seed gives you an extra measure of protection against enemy attacks.

Mystic Nut



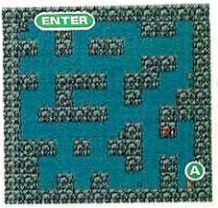
It sounds like a new ice cream flavor from Tibet, but the Mystic Nut actually increases your MP.

3 Loto's Cave

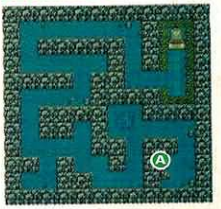


The first stop on your journey is the cave containing a memorial to Loto, but you aren't going to put flowers on his grave. His tombstone holds valuable clues that will guide you on your quest.

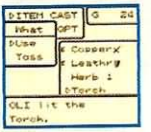
Basement 1



Basement 2



Lighten Up



The two-level maze leading to your ancestor's gravestone is uncomplicated, but you'll need a torch to explore it. Until you learn the Radiant spell, you should always have one or two torches on hand.

Taxing Inheritance



Step in front of Loto's engraved tombstone then hit the A Button to read its message. When monsters run rampant in Alefgard it's your obligation as Loto's descendant to find three magical items then combat the evil at its source: the stronghold across the water from Tantagel Castle.

4 Town of Garinham



The well-known "Town of Folklore" holds all of the basic services found in the town of Tantagel, but the prices are higher and the goods for sale are more sophisticated. As always, talk to townspeople.

Weapons & Armor	
Chain Armor	300g
Club	60g
Copper Sword	180g
Iron Axe	560g
Iron Shield	800g
Leather Armor	70g

Inn	6g

Items	
Dragon Scale	20g
Herb	8g
Torch	10g

Enter the Iron Age



Head for the Garinham Weapons and Armor shop after you fatten up your wallet. Its inventory of iron implements will prove invaluable when you venture into the more forbidding territories of Alefgard

Chain Armor Defense +10

Trade in your leather duds for a chain-mail suit that's more than twice as resistant to attack.



Iron Shield Defense +10

The Iron Shield is as strong a defensive tool as you'll find until much later in the game.





Iron Axe Attack +15

Sell your Copper Sword and buy an Axe as soon as you have the gold to make up the difference.

Musical Memories





Bard Garin, the founder of Garinham, is long dead, but he is still very much alive in the memories of the townspeople. The Bard obviously left behind a legacy of music and perhaps something even more valuable. You can also pick up some information about the princess's whereabouts.

Outside: Go East, Young Warrior



There is an unexplored area south of Garinham, and the powerful monsters there will quickly end your quest. Venture east instead, where the enemies are challenging but not unbeatable.

Perfect Ten



Try to fight enemies that will build up your Experience Points without seriously depleting your HP. At Level Ten, you'll be able to cast the Radiant spell, which eliminates the need for torches when exploring caves, and use Stop Spell, which protects you from magic.

Eastern Enemies

The monsters get progressively tougher as you move east, but they also help you to build up gold and Experience Points quickly. Resilient Skeletons and Scorpions will give you the most trouble in the east before you cross the water via tunnels in the Marshy Cave, so stash away some herbs.



MagDracky HP 15



Magician HP 12



Skeleton HP 30



Scorpion HP 15

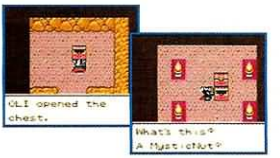
5 Rocky Cave



Make a trip to a western cave before you take on the formidable beasts in the southeast. Rocky Cave can be confusing to explore, but the gold and treasure you'll find there make it worth the effort.

Big Money

Short of going to Vegas, there's no easier way to make money than by opening treasure chests. You can also find important items, like herbs, that may be more valuable than gold—depending on your HP situation. Since the chests magically refill with gold after you leave, you should return whenever you need money.



Dark Forces

You'll find a mixed bag of baddies lurking in the darkness. Some of them can be found above ground, while others are unique to the underground world. Eyeders and Drakeemas are well-adapted to the darkness, so prepare to spend plenty of time fighting the creepy creatures.



Eyeder HP 22



Poltergeist HP 23



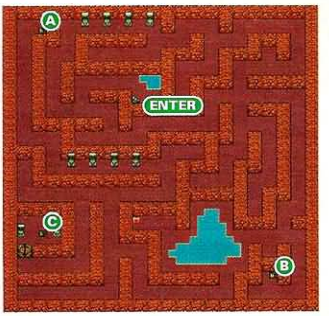
Druin HP 28



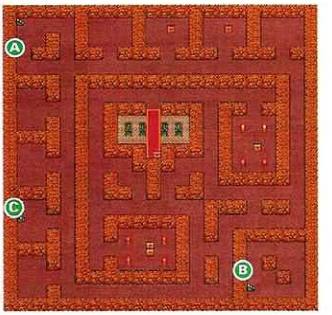
War Ring

The War Ring slightly boosts your attack, so it's worth your while to search for it inside Rocky Cave's various treasure chests.

Basement 1



Basement 2



6 Town of Kol



Kol, a town in the northeast corner of the kingdom, is filled with interesting people and new armor upgrades. Try to remember the features of the town—like the bath—to help you figure out clues later.

Weapons & Armor	
Copper Sword	180g
Iron Armor	1,000g
Iron Axe	560g
Leather Shield	90g
Steel Armor	3,000g

Inn	12g

Items	
Dragon Scale	20g
Herb	8g
Torch	10g
Warp Wing	24g



Iron Armor **Defense +16**

It may get rusty after a walk in the rain, but plated Iron Armor is great insurance against HP loss.

Steel Armor **Defedse +24**

Spend your hard-won gold on Steel Armor when you're ready to take on the meanest monsters in Alefgard.



7 Marshy Cave



Wade deep into a poisonous swamp to find the entrance to Marshy Cave. The cave is less a maze than an underground tunnel to a separate island to the south, but it's big enough to harbor many monsters.

Swamp Gas

Don't spend much time wandering around in the swamp. The poison gas it emits will drain your HP.



Dark Door

Are those solid wooden doors designed to keep you out or to hold a fierce beast inside? Perhaps both.





Outside: Venture to the Southeast



The monsters you encounter on the island south of Marshy Cave are much more powerful than any you've battled before. You must be getting close to the source of the evil and the key to defeating it.

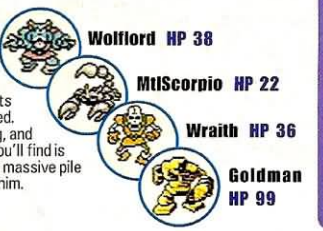


Lucky 13

Along with upgrades in armor and weapons, you should build up your Experience Points to Level 13 before you start picking fights near Rimuldar. You'll learn the Return spell by then, so you can transport yourself back to the safety of Tantagel Castle when your HP reaches the critical stage.

Heavyweight Class

Some of the monsters on the prowl near Rimuldar—such as Metal-Scorpion—are more powerful versions of the beasts you've already battled. The most interesting, and lucrative, monster you'll find is Goldman. You'll win a massive pile of gold if you defeat him.



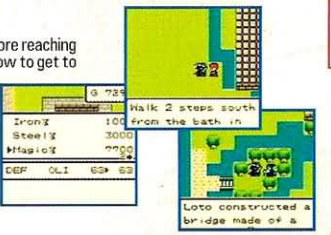
8 Town of Rimuldar



Rimuldar has thrived in the heart of monster country thanks to its protected position in the middle of a lake. Once you discover the town's secrets, your quest will take a new direction.

Rainbow Connection

You will already have learned much before reaching Rimuldar, but the critical clues about how to get to DracoLord's stronghold will have eluded you. Seek out the town wise man in Rimuldar, who will provide you with the missing piece of the puzzle. Another citizen will give you information of a more immediate and practical nature.



Exploration Is the Key



Stay close to the town walls as you walk around the outskirts of Rimuldar. You'll find the entrance to a shop that sells keys. You can carry up to six keys.



Weapons & Armor	
Copper Sword	180g
Iron Armor	1,000g
Iron Axe	560g
Magic Armor	7,700g
Steel Armor	3,000g
Steel Sword	1,500g

Inn	24g

Items	
Herb	10g
Torch	8g
Warp Wing	24g



Magic Armor Defense +24

Magic Armor is no more protective than Steel Armor, but it also replenishes one HP for every two steps you take—making it worth its hefty price.



Steel Sword Attack +20

Trade in your trusty axe for a more elegant weapon: the Steel Sword. You'll need it to slice across the map to the Western Islands.

Unlocking the Adventure

Once you have a pocketful of keys, it'll be time to backtrack to the many closed doors throughout Alefgard. Each key opens any door once, so try not to waste them opening the same door twice.



Dig that Crazy Flute

If you help out an estranged couple in Rimuldar, you'll learn the location of the Pixie Flute in Kol. Pay close attention to the instructions then start digging near the bath.



Pixie Flute

Aside from making pretty music, the flute has a specific purpose in the game that a townsman will reveal.





Princess in Distress

The Marshy Cave is home to plenty of annoying monsters, a kidnapped princess and a big, nasty Dragon. Unlock the doors in the center of the cave's maze, then try to vanquish Lora's fire-breathing captor in a battle. If you win, you'll get to carry Princess Lora back to Tantagel Castle for a nice reward.



LoraLuv

When you carry the LoraLuv item—Princess Lora's love—it not only makes you feel good inside, it tells you exactly how many steps you have back to Tantagel Castle.



Tantalizing Tantagel

Tantagel Castle is a much more exciting place once you have keys. Open up a room filled with treasure chests. Find the hidden Key Shop. Learn of a basement somewhere in or around the castle. Visit the faith healer in the chapel. By the time you're finished exploring new areas of the castle, you'll be eager to investigate other mysterious places.





Sun Stone

You'll find the stairs to the basement along the eastern edge of the castle moat. A sage will be waiting there to give you the Sun Stone.



Harp in the Hole

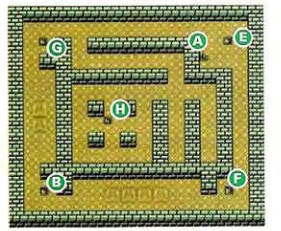
As the man behind the energy field in Tantagel Castle told you, Garin's Tomb is in Garinham. Probe the black walls inside Garinham's large, covered area to find the entrance to the tomb. Be sure to have at least one key before you enter—you'll need to open a door before you reach the fourth basement level that contains the harp.



Basement 1



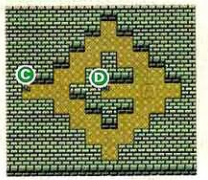
Basement 2



Basement 3



Basement 4



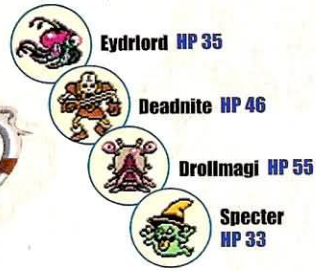
Garin's Harp

Finding the harp is kind of an anticlimax after all the fighting you'll do to reach it. The item has priceless trade value.



Tomb Terrors

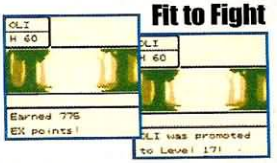
You'll be dealing with a new class of underground dwellers in Garin's Tomb. Eyederlords, Drollmagi and Specters are simply stronger versions of monsters you've fought before. Powerful Deadnites will terrorize you if you don't have suitable weapons, armor and skills.



Outside: A Horrific Hike

The unexplored area in the southwest is the most dangerous part of Alefgard—aside from DracoLord's Castle. One town in the area is under siege by monsters, and another has already been destroyed.

Fit to Fight



Try to power up a few levels before you head for Mercado. You will learn the Healmore spell when you reach Level 17, and you'll definitely need more healing when you start fighting monsters in the Southwest.

Mega Monsters

The monsters in the southwest are at the extreme end of the different classes of monsters you've already fought. For example, the Shadow Night is a more powerful variation of the Skeleton. Metaly is the monster to beat—it yields 775 Experience Points—but it often runs away from high-level warriors.

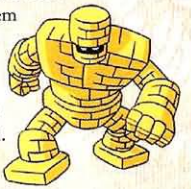


9 Town of Mercado



If you spent time in Kol looking for the Pixie Flute, your investment will pay off outside Mercado. The Rock Golem guarding the entrance is a formidable opponent—but music is its Achilles' heel. Put it to sleep with the flute then attack at will.





Shopping District

Mercado has the same types of shops you'll find in other towns, but only the Weapons and Armor Shop has new wares you'll be interested in buying. Open a locked door then go upstairs to find the arms merchant, and bring a pile of gold with you—the supplies you'll want are pricey.



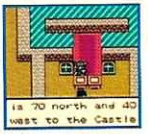
Inn	50g

Items	
Dragon Scale	20g
Warp Wing	24g

Weapons & Armor	
Bamboo Stick	10g
Chain Armor	300g
Club	60g
Copper Sword	180g
Flame Sword	9,800g
Iron Axe	560g
Iron Shield	800g
Leather Armor	70g
Magic Armor	7,700g
Silver Shield	14,800g
Steel Armor	3,000g
Steel Sword	1,500g

The Right Direction

A covered area in Mercado leads to the temple on the other side of a damaging energy field. If you make it to the shrine with your HP intact, the holy man there will give you coordinates for the Loto Seal.





Silver Shield Defense +20

The Silver Shield is the most expensive item money can buy. You won't really need it, but you should buy it if you have the spare gold.



Flame Sword Attack +28

The Flame Sword is expensive, too, but more than worth the price. It will help you tear through enemies until you find Loto's Sword.

10 Town of Domdora



The once-thriving town of Domdora has been demolished by monsters that still roam the streets. Loto's Armor is stashed away near a shop, according to a townsman in Mercado. If you defeat an axe-wielding madman, the fabled armor will be yours.





Loto Armor Defense +28

Similar to Magic Armor, the stronger Loto Armor replenishes one HP per step you take. It also allows you to walk through poisonous swamps without sustaining ill effects.

Building a Rainbow

Once you possess the Loto Armor, you should be strong enough to take on DracoLord in his lair. You should concentrate your efforts on finding specific artifacts you'll need to create a rainbow bridge to his castle. Certain items you've picked up will help you on your way.

11 Rain Staff



A sage in the northern cave guards the Staff of Rain, one of the components needed to create the Rainbow Drop. Unless you already have Garin's Harp, he'll send you packing.



12 Loto's Seal



Finding Loto's Seal is a snap, as long as you possess LoraLuv. The coordinates given to you by the holy man in Mercado will lead you to the seal's location in the countryside. Check underfoot to find it.



13 Rainbow Drop

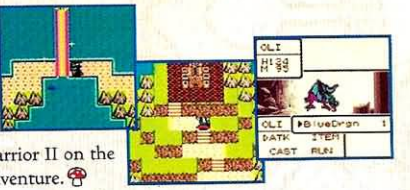


When you have collected the Rain Staff, the Sun Stone and Loto's Seal, go to the southeast temple, where the resident sage will use them to create the Rain Drop. Follow his instructions.



DracoLord Awaits You

You're almost finished with your quest—you just need to attend to a couple of minor details, like finding Loto's Sword and slaying DracoLord. DracoLord's Castle is expansive and confusing, but we know you'll find the courage to conquer evil, along with a few dozen Dragons. After you've saved Alefgard, try your hand at Dragon Warrior II on the same Game Pak. We'll be back next month to help you embark on the much larger adventure.



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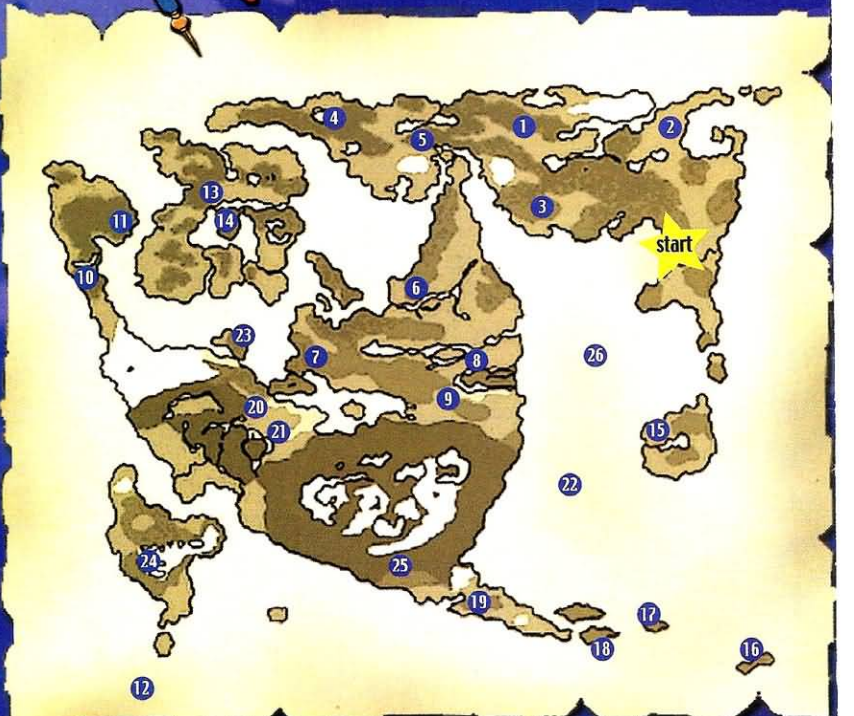
DRAGON WARRIOR I & II

Everything old is new again, as we continue our coverage of Enix's re-released Dragon Warrior saga for Game Boy Color. Let us tell you about the days of high adventure!

EVERYONE E CONTENT RATED BY ESRB

Two Good

If Dragon Warrior alone was not enough to slake your thirst for role-playing excitement, the much larger sequel, Dragon Warrior II, is on the same Game Pak. As we did last month with DW I, we're providing numbered tips to guide you on your quest to defeat a sorcerous usurper named Hargon. Caution: Always try to save in a town or castle. A "town save" is permanent, while a "field save" is not. If you start from a field log and then turn off your game before saving again, you'll revert back to your last town save when you restart.





Princely Pursuit

Brave though you are, you don't yet have the power to take on the evil Hargon alone. Your first task is to find an ally or two, and who better to fight beside you than other descendants of the great Loto? Begin your crusade by recruiting your distant cousins, the Prince of Cannock and the Princess of Moonbrook.

1 Cannock Castle

The star on the world map marks your home, the kingdom of Lorasia. Look for the prince in Cannock, a kingdom to the northwest, marked by the number 1 on the map.

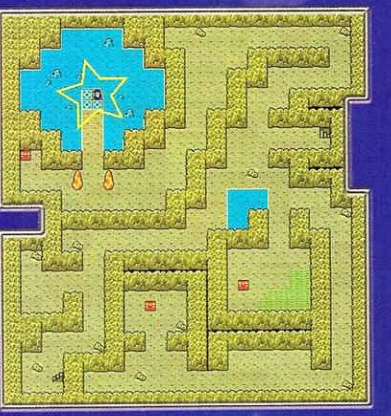
Kingly Advice



Explore Cannock thoroughly and speak to all the townsfolk before you visit the King of Cannock in his citadel. He'll tell you that the Prince has gone on a journey of his own, to the Hero's Spring. Like your own father, Cannock's ruler can save your game for you.

2 The Hero's Spring

Unfortunately, you'll just miss the Prince at the spring, but at least you'll gain valuable experience during your trek. After the sage heals your wounds, head back to Lorasia to give your father an update.



3 Leftwyne

The Prince will again be two steps ahead of you. You'll just miss him at Lorasia, but you can catch up with him at the inn in Leftwyne.

The Prince



Your cousin can't match your skill at arms, but his magical abilities (and extra carrying capacity) will be invaluable in the battles to come. Spend a little time building experience before venturing to the Lake Cave.

4 Lake Cave

You'll find an AGL Seed, a Life Acorn and other rare treasures in the Lake Cave. On the maps at the right, the matching letters mark a stairway that leads from one level of the grotto to another.



Silver Key

The Silver Key, which fits doors in Lorasia and Leftwyne, sits in a gloomy corner marked by a star on the map. It's in plain sight if you've the stamina to reach it.



Royal Retriever

With his dying breath, a soldier of Moonbrook tells you of the destruction of the kingdom and the disappearance of the princess. Although the situation is grim, you can't let despair blunt your resolve. Work your way up to experience level nine, and then proceed to Moonbrook as fast as you can to search for the princess.

5 Lora's Gate



Named for the bride of Loto, Lora's Gate is the portal to another continent. The guards won't open the way unless the prince is with you. Once you're in the tunnel, take the right-hand path and then proceed south.

6 Hamlin Town

A few spells and sword strokes should see you through the tunnel safely. When you're above ground again, keep moving south until you find Hamlin, where you can rest your weary bones and upgrade your weapons.



7 The Ruins of Moonbrook

From Hamlin, proceed south and then southwest (crossing two bridges along the way) to reach Moonbrook. Talk to the spirit fires to learn the dire details of what happened to the kingdom and to the princess.



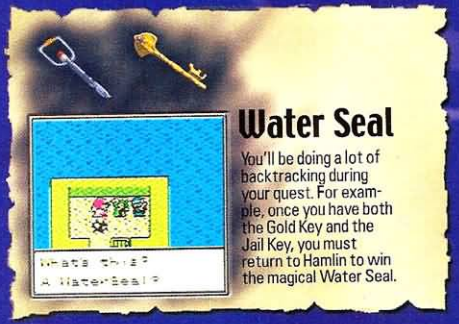
Last Gasp

The lone survivor will reveal clues to the princess's current whereabouts. Be wary of the dark patches of ground around him and all about the castle. They're poisonous, and walking on them is definitely hazardous to your health.

8 Lar Mirror



You're close to solving the case of the disappearing damsel, but you must locate a special item first. East of Moonbrook, you'll find a poisoned patch near two bridges. Search the upper-right corner of it (stand still and press A) for the Lar Mirror.



Water Seal

You'll be doing a lot of backtracking during your quest. For example, once you have both the Gold Key and the Jail Key, you must return to Hamlin to win the magical Water Seal.



Pug to Princess

Back in Hamlin, look for the stray dog on the north side of town. Face the dog and "Use" the Lar Mirror on it. If you accidentally talk to the dog, leave and then reenter town and try again. Amazingly, the pug-ugly pooch will be restored to her true form: the lovely and formidable princess.



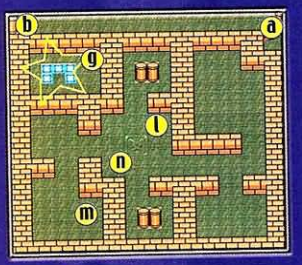
Cloak of Wind

Before you leave Hamlin in search of the legendary Cloak of Wind, talk to the sage to save your progress, and then play the slot game. Try to win Wizard Wands for the prince and the princess. If you lose, turn off your game, restart and try again.

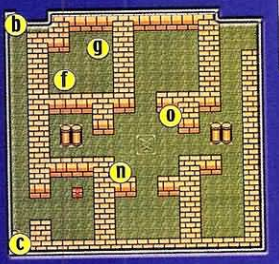
9 Tower of Wind

Go east from Hamlin but don't cross the bridge. Instead, go north and then east around the mountains. Follow the path south and then west to the Tower of Wind. Search within for the Cloak of Wind and other treasures.

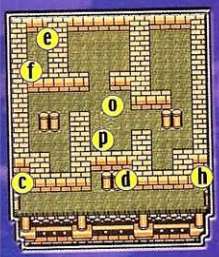
Floor 1



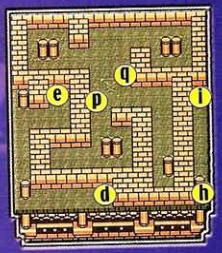
Floor 2



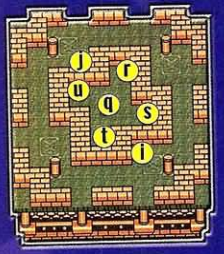
Floor 3



Floor 4



Floor 5



Floor 6



Floor 7



Floor 8

10 Flight of Fancy

Southwest of Hamlin is a tunnel to the next continent. In the new land, go north to the Drakhorn Towers—twin spires on opposite sides of a canal. Climb the south tower. On Floor 6, equip the Cloak of Wind and step off the north edge to float across the canal.



Floor 1



Floor 2–5



Floor 6



Floor 7



Dew Yarn



In the north tower, go up to the third floor and search the spot shown in the photo to find the Dew Yarn. By then, you may need a break from your endeavors. Drag your spoils and your aching bodies northeast to the bustling town of Lianport.



Unlocking a Mystery

Your expedition kicks into high gear with a series of adventures spanning the known world. The point is not to gather frequent traveler miles on the Medieval Cruise Line, but to collect resources needed to battle Hargon. Hint: If you travel off one edge of the map, you'll reappear on the other.

11 Lianport

The cloak can't carry you over long distances, but if you save the young woman from demons, her grandfather will give you the use of his ship.



12 Under the Sea



Before you leave Lianport, visit the merchant in the warehouse on the south dock. He'll tell you of his recent shipwreck. If you find and return his goods to him, he'll reward you generously.

13 Tantegel Castle

Make the next pit stop at Tantegel Castle. Unlike the princess's father, who gave his life selflessly to protect Moonbrook, the cowardly King of Tantegel has gone into hiding.



14 Charlock Castle

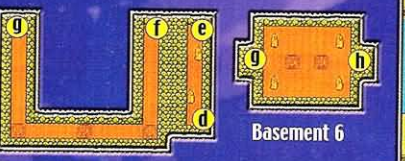
The castle called Charlock is chockfull of treasure, including the Loto Sword and World Map. Unless the prince knows the Stepguard spell, the glowing tiles that guard the map will injure you severely.



15 Osterfair Castle

After you make a pact with Draco Lord's great-grandson at Charlock, proceed to Osterfair Castle. Accept the king's challenge to fight for the mysterious Moon Seal.







16 Zahan

Dogs really have been your best friends so far on your journey. In the isolated island village of Zahan, follow the clever canine. He'll point out the Gold Key's resting place.



Gold Key



The Gold Key opens many doors, but you may want to wait until you have the Jail Key, as well, before backtracking around the globe.

Loom

Once you have the Jail Key and John has learned the Stepguard spell, return to Zahan to retrieve the Holy Loom.



Hunt and Gather

In return for your promise to defeat Hargon, Draco Lord's descendant told you about five mystic Seals. You have the Moon Seal, and the Loto Seal is behind a locked door in Lorasia. Be nice and say "Hi!" to Dad before you move on.

17 Fire Shrine

You'll find the Sun Seal just outside the Fire Shrine. The portals inside the shrine can transport you far across Alefgard in an instant.



18 World Tree

Search the World Tree to obtain a World Leaf. You can carry only one at a time. Its tremendous healing properties will come in handy during a future crisis.



19 Wasted away Again in Welgarth

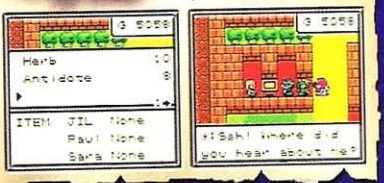
The better armor in Welgarth will be out of your price range for the moment, but you'll earn more than enough in the battles to come to outfit yourselves in style.



Jail Key



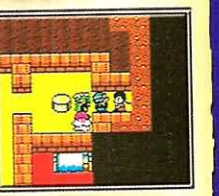
Go to the Item Shop to purchase the Jail Key. Highlight the empty spot on the item list and press A. The shopkeeper will be beside himself, but he'll sell you the key to keep you quiet.



Dam Key



Search the back of the cell on the right to find Lagos the Thief. Talk to him to receive the Dam Key.



20 Take a Turn through Tuhn

To find Tuhn, you must travel partway by river and partway on foot. Give the Dew Yarn and Holy Loom to Don Mohame. Come back later to receive the Water Robe.



Open the Dam



The river to the south of Tuhn has dried up completely, but there's plenty of water in the city's reservoir. Open the dam on the north side of town to let water into the riverbed.



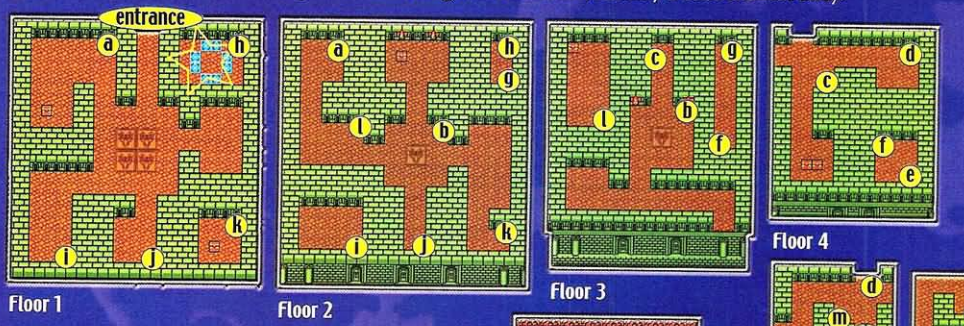
Walk around the outside of the inn and go north. When you see the man (you don't have to talk to him), turn left. Keep going until you find the building next to the reservoir.



Open the door and go down the steps. In the basement, stand in front of the keyhole and Use the Dam Key to open the floodgates. Exit the town and make your way back to your ship.

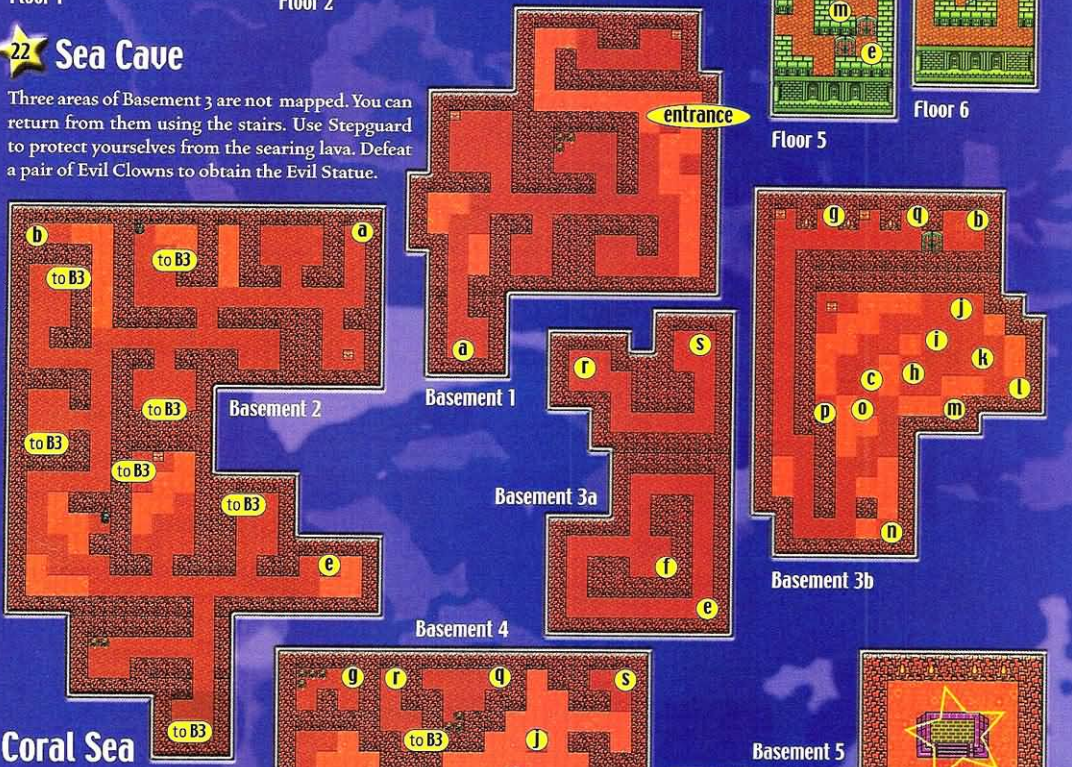
21 Lune Tower

The restored river leads to the Lune Tower and the Moon Shard. Conserve your magic as you explore. Wizard Rings can restore MP, but they'll soon crumble away.

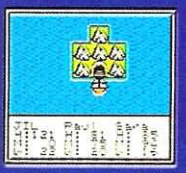


22 Sea Cave

Three areas of Basement 3 are not mapped. You can return from them using the stairs. Use Stepguard to protect yourselves from the searing lava. Defeat a pair of Evil Clowns to obtain the Evil Statue.



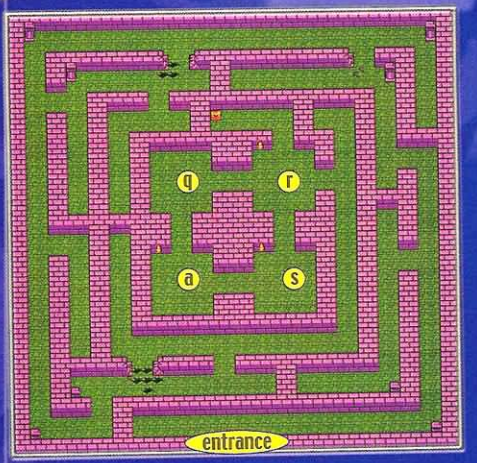
Coral Sea



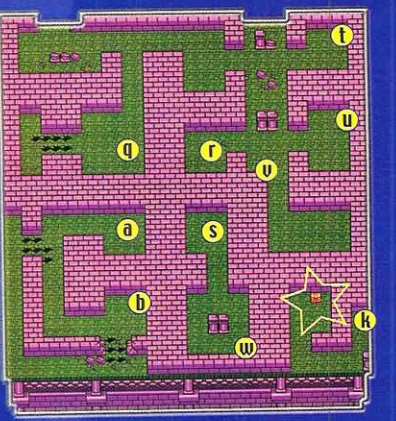
Use the Moon Shard to clear away the coral reef that blocks the entrance to the Sea Cave.

23 Lighthouse

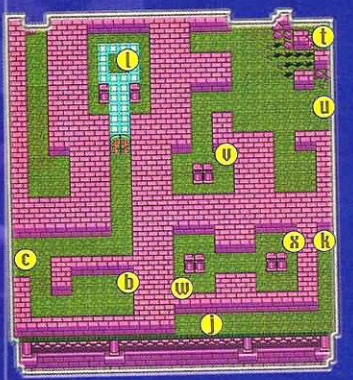
The lighthouse once served Alefgard's inner sea. Now it sits abandoned—or does it? The old man on the seventh floor claims to know about the Star Seal, but does he also hide a deadly secret?



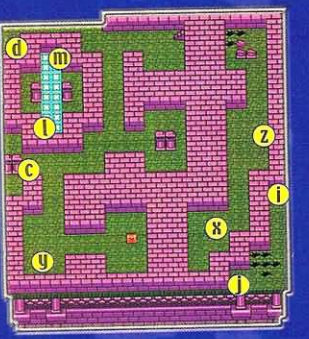
Floor 1



Floor 2



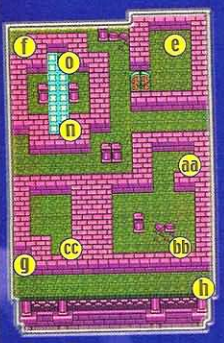
Floor 3



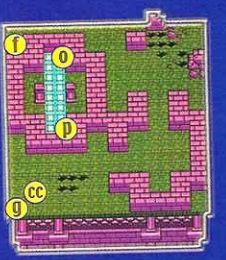
Floor 4



Floor 5



Floor 6



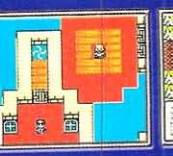
Floor 7



Floor 8

24 Beran's Gate

There is but one seal left for you to find. The launch point for the mission is the town of Beran in the southwest reaches.



If the prince falls ill, cure him with the World Leaf and then use the portal in the local temple.



When you reappear, walk down to exit the portal room, then go west. Use the Evil Statue to open a cave.

25 Cave to Rhone

The cave holds the Life Seal and the Thunder Sword. Grab the seal from the basement, leave to fetch the Rubiss Charm, then return. There are hidden holes throughout the cave, which we've revealed on the maps. Beware—some paths in the maze "repeat," warping you in endless circles.



26 Rubiss

Claim the Rubiss Charm from its island shrine, then return to the cave. Search for the sword in a corner of a large, empty chamber.

Fire & Ice

The starred staircase on the sixth floor of the cave leads to the icy frontier of Rhone, Hargon's floating plateau. Find the sage that can heal you and save your game, then proceed to Hargon's citadel. Your destiny—and the fate of the world—awaits!

Final Conflict



Hargon's fortress will be a dead ringer for Lorasia Castle. Use the Rubiss Charm to disrupt the illusion, then go look for the bad boy himself. If you defeat him, you'll face an even greater peril.



Welcome unto thee, son of the brave Ortega. It is said that thy father Ortega met his end when he fell into a volcano's crater at the end of a battle.

We do hereby accept your petition to follow in the footsteps of your brave father. Thy enemy shall be the Archfiend Baramos. The name of the Archfiend Baramos is yet unknown in the world of men. If things remain unchanged, before long the world will be destroyed by the Archfiend. Baramos must be defeated.

Seek companions at the local eatery and start your quest.
Farewell, until we meet once more...

Released on June 12th, 1991 for the NES, Dragon Warrior 3 is one of the most popular titles from the franchise. This game is far more advanced than its predecessors from the series. In Dragon Warrior 3 your party consists of 4 members. This time you not only choose their names, but also which class of character they shall be. You can select from the strongest Soldiers or Fighters, the brightest Wizards and Witches, and even the most noble Pilgrims to join your party.



The game begins with a flashback of a battle between your father, Ortega and a monstrous dragon. The hero then wakes up on his 16th birthday to be greeted by his mother, who reminds him of his meeting with the king of Aliahan Castle. After receiving your blessings from the king, you then proceed to Louisa's Place, which is located within Aliahan to recruit party members. There are several classes to choose from, and you should go with either a Soldier or Fighter, a Pilgrim, and a Wizard. The Soldiers can be equipped with more weaponry and armor than the Fighters, but both characters are strong so it is a personal choice between the two. You will want a Pilgrim for healing spells, and a Wizard for their mastery in fighting spells.

After you choose your party members, the adventure begins. They come already equipped with weapons and armor, so you can go straight to battle. As in Dragon Warrior 2, you usually fight multiple monsters at a time. The amount of enemies you face per battle varies from 3 or 4, to as many as 7 or 8 at a time. You will want to make sure you have several battle strategies determined to make your party more successful when fighting. Each of your characters has their own strengths and weaknesses that you will learn during combat. Since you are fighting so many monsters at once, you will be able to obtain more gold to supply your party with upgraded weapons and armor when the time comes. Dragon Warrior 3 also introduces a vault where you can store gold and extra items. That way if you are defeated in battle your gold will always be safe when stored in the vault.



Dragon Warrior 3 is a prequel to the original Dragon Warrior title, and is a much larger quest. It has more places to visit than the first two Dragon Warrior games combined. You will travel to many different castles, towns, caves, towers, and shrines throughout your journey. The game consists of over 135 of the most ferocious creatures the series has seen. It also has a wider variety of spells, some which can be very devastating to you and your opponents. Your party can also be equipped with some of the finest weapons, armor, and shields you can find. However with finely crafted equipment comes higher prices, therefore you will spend quite some time battling the many monsters throughout the game to obtain thousands and thousands of pieces of gold. With all of the enemies you will encounter, all of the places you will visit, and all of the training your party will need to become strong enough to defeat Baramos, you can count on a lengthy, but very exciting journey full of plots, storyline twists, and challenging puzzles to keep you on the edge of your seat. Dragon Warrior 3 is one of the greatest titles produced from this legendary franchise. Along with Dragon Warrior and Dragon Warrior 2 of the NES, it completes one of the greatest trilogies ever of any RPG series. You are never too young or too old to enjoy the legend known as Dragon Warrior 3.

 Hero	The Hero is the supreme warrior of Dragon Warrior 3. He can equip himself with most of the strongest armor, helmets, shields, and weapons. He is a user of magic, and even has a few powerful spells that are not known by the Wizard or Pilgrim.
 Soldier	The strongest member of your party, however his disadvantage is that his strength is all he has. The Soldier does not know any magic, and is very slow. His attack and defense power are the best in the game. He can equip himself with most weapons and armor like the hero.
 Pilgrim	The Pilgrim knows many spells, but specializes in healing types. Though not as strong as the Hero or Soldier, the Pilgrim is still a very good fighter. He cannot be equipped with as much armor and weaponry, but what you can equip him with is more than enough.
 Wizard	The Wizard is very weak in terms of attack and defense power, but he makes up for that with his superior knowledge of magic, particular fighting spells. The Wizard is very limited in terms of which weapons and armor he can be equipped with.
 Fighter	The Fighter is not as strong as the Soldier, but he is very cheap to buy for because there is a limited amount of weapons and armor he can be equipped with. He is much more agile than the Soldier, and gains experience a little faster. The Fighter also does not know any magic.
 Merchant	The Merchant is excellent at finding gold and items after you defeat an enemy. He can also appraise a weapon or item instantly. He has average strength, poor attack power, and no knowledge of magic. A merchant is needed to start up the New Town, but you can just sit one of your party members at Lucia's place for a little bit while you drop off a merchant there.
 Goof-Off	The Goof-Off should only be brought along when your party is very strong. They are useless in battle, and cannot be equipped with most weapons or armor. They are to be brought along for fun, or to turn into a Sage. The Goof-Off is the only class that you can turn into a Sage without the Book of Satori. You just have to wait until they are at level 20.
 Sage	The Sage can cast both Pilgrim and Wizard spells, however no person may start as a Sage. You have to find the Book of Satori, which is located in the tower of Garunda north of Dhama, to turn a member into a Sage after they are at level 20. When you are stronger in the game you can bring along a Goof-Off and turn them into a Sage at level 20 without the Book of Satori.

Monster	HP	Gold	EXP	Special	Treasure
 Archmage	130	168	3800	Emits gales of blizzard breath, Explodet, Revive	Staff of Reflection
 Army Crab	28	15	47	Calls for reinforcements	Wayfarer's Clothes
 Avenger	115	51	1254	Always attacks twice, Defense	Battle Axe
 Avenger Beak	55	45	304	Calls for reinforcements, Surround	Agility Seed
 Avenger Jackal	42	18	127	Attack may inflict terrible blow, Calls for reinforcements	Acorns of Life
 Avenger Raven	25	18	60	Always attacks twice	Agility Seed
Babble	10	8	16	Attack may poison	Antidote Herb
 Baramos	900	-	-	Emits gales of flaming breath, May attack twice, Recovers HP, Explodet	-
 Baramos Bonus	450	540	16267	Emits gales of flaming breath, Always attacks twice, Recovers HP, Explodet, Blazemost, Limbo, Chaos	Sword of Destruction
 Baramos Gonus	900	18	19067	Recovers HP	Meteorite Armband
 Barnabas	58	51	314	Stopspell, Healmore	Wayfarer's Clothes
 Barog	93	96	4360	Defeat	Mysterious Hat
 Bighorn	75	70	471	Emits gales of sweet breath	Fairy Water
 Black Raven	9	3	7	-	Medical Herb
 Blue Beak	60	39	496	May attack twice, Infernos	Book of Satori
 Bomb Crag	500	126	880	Assesses the situation, Sacrifice	Stone of Life
 Boss Troll	320	126	3334	Attack may inflict terrible blow, Recovers HP	Thor's Sword
 Caterpillar	40	15	42	Increase	Medical Herb
 Catula	35	30	180	Dances a curious dance, Calls for reinforcements	Animal Suit
 Crabus	50	54	387	Attack may inflict terrible blow	Shell Armor
 Curer	50	46	371	Healall	Vitality Seed
 Dancing Jewel	50	1228	14	Assesses the situation, Dances a curious dance, May attack twice, Surround, Defense, Slow, Chaos	Flashy Clothes
 Darth Bear	150	156	2774	Attack may inflict terrible blow	Agility Seed
 Deadly Toadstool	30	18	75	Attack may cause sleep, Emits gales of sweet breath	Wing of Wyvern
 Demon Anteater	17	9	16	-	Medical Herb
 Demon Toadstool	24	22	52	Emits gales of sweet breath	Fairy Water
 Demonite	70	30	134	Emits gales of blizzard breath, Explodet, Defeat, Sacrifice	Water Blaster
 Deranger	80	58	458	Assesses the situation, May attack twice, Healmore, Chaos	Poison Moth Powder
 Eliminator	120	64	502	Attack may inflict terrible blow, Stopspell	Chain Sickle
 Elysium Bird	90	102	1307	Assesses the situation, May attack twice, Healus	Multi-edge Sword
 Evil Mage	95	102	2200	Emits gales of flaming breath, Healall, Snowstorm, Stopspell, Sleep, Chaos, Blazemore	Leaf of World Tree
 Executioner	45	24	200	Attack may inflict terrible blow	Poison Needle
 Fierce Bear	90	66	587	-	Strength Seed
 Flamapede	45	42	96	Emits gales of flaming breath	Intelligence Seed
 Froggore	15	4	15	Protects itself	Medical Herb

Monster	HP	Gold	EXP	Special	Treasure
 Frost Cloud	80	82	1427	Emits gales of blizzard breath, Snowblast	Multi-edge Sword
 Garuda	60	86	294	Firebane	Iron Claw
 Gas Cloud	25	17	47	Blaze	Vitality Seed
 Ghoul	170	58	1694	Calls for reinforcements, Surround	Cloak of Evasion
 Giant Anteater	13	4	11	-	Leather Helmet
 Glacier Basher	140	65	540	Emits gales of blizzard breath, Emits gales of sweet breath	Mysterious Hat
 Goategon	70	54	396	Slow	Strength Seed
 Gold Basher	210	1228	520	-	Golden Claw
 Goopi	70	94	960	Calls for reinforcements	Iron Claw
 Granite Titan	350	180	3334	Attack may inflict terrible blow, May attack twice	Thor's Sword
 Great Beak	43	36	234	-	Intelligence Seed
 Green Dragon	120	129	3467	Emits gales of flaming breath, Calls for reinforcements	Vitality Seed
 Grizzly	110	66	698	Attack may inflict terrible blow	Strength Seed
 Hades' Condor	100	74	490	Limbo	Cloak of Evasion
 Healer	30	6	28	Heal	Strength Seed
 Heat Cloud	37	34	140	Emits gales of flaming breath	Luck Seed
 Hologhost	85	51	1387	Beat, Defeat	Stone of Life
 Hork	98	18	160	Protects itself, Assesses the situation	Clothes
 Horned Rabbit	10	3	10	-	Medical Herb
 Humanabat	28	16	39	Stopspell	Magic Knife
 Hunter Fly	30	30	131	Fireball	Cloak of Evasion
 Hydra	150	90	4120	Emits gales of flaming breath, Always attacks twice	Leaf of World Tree
 Infernus Crab	40	28	104	Increase	Bronze Shield
 Infernus Knight	60	57	420	Attack may inflict terrible blow	Half Plate Armor
 Kandar	150	-	2934	-	Cypress Stick
 Kandar (Second)	400	-	6400	Attack may inflict terrible blow, Protects itself	Cypress Stick
 Kandar Henchman	60	-	107	Attack may inflict terrible blow, Recovers HP	Cypress Stick
 Killer Bee	25	16	35	Attack may numb	Medical Herb
 King Froggore	38	28	94	Sleep	Thorn Whip
 King Hydra	550	420	12667	Emits gales of flaming breath, Always attacks twice, Recovers HP	Dragon Mail
 King Merzon	120	108	2120	Calls for reinforcements, Snowblast	Magic Bikini
 King Squid	135	84	474	-	Acorns of Life
 King Tortragon	120	144	1894	Emits gales of flaming breath, Increase, Bounce	Luck Seed
 Kong	95	82	576	Calls for reinforcements	Acorns of Life
 Kragacles	450	192	2787	Attack may inflict terrible blow, May attack two or three times	Acorns of Life

Monster	HP	Gold	EXP	Special	Treasure
 Lava Basher	60	62	556	Emits gales of flaming breath	Leaf of World Tree
 Leona	140	108	3707	Snowstorm, Healall	Shield of Sorrow
 Lethal Armor	70	96	558	Defense	Full Plate Armor
 Lionhead	115	106	1800	Stopspell, Firebane	Shield of Sorrow
 Lionroar	160	144	4080	Infermost, Blazemost, Bounce	Shield of Sorrow
 Lumpus	35	30	110	Infernos	Luck Seed
 Mad Hound	40	17	71	Defense	Intelligence Seed
 Mage Toadstool	40	24	123	Icebolt, Heal	Wing of Wyvern
 Magician	23	12	18	Blaze	Fairy Water
 Magiwyvern	100	150	2987	Bounce, Chaos, Heallall	Mysterious Hat
 Man O' War	40	46	240	Attack may numb, Calls for reinforcements	Full Moon Herb
 Man-Eater Chest	120	30	183	Attack may inflict terrible blow, Emits gales of sweet breath	Cypress Stick
 Man-Eater Moth	26	18	74	Calls for reinforcements, Attack may poison, Surround	Poison Needle
 Marauder	130	88	1587	Emits gales of scorching breath, Always attacks twice	Snowblast Sword
 Marine Slime	38	42	263	Increase	Wing of Wyvern
 Masked Moth	12	5	8	Surround	Wing of Wyvern
 Merzon	54	46	320	Defense	Strength Seed
 Merzoncian	60	62	351	Icebolt, Healmore	Leather Helmet
 Metal Babble	6	12	53600	Fireball	Shoes of Happiness
 Metal Slime	4	6	5520	Blaze	Agility Seed
 Mimic	240	51	980	Always attacks twice, Robmagic, Sleep, Blazemore, Defeat	Demon Axe
 Minidemon	80	83	783	Emits gales of blizzard breath, Blazemore	Unlucky Helmet
 Mummy	55	44	110	Attack may inflict terrible blow	Fairy Water
 Mummy Man	35	15	98	Attack may inflict terrible blow, Calls for reinforcements	Medical Herb
 Nev	42	39	171	Surround, Chaos	Poison Moth Powder
 Old Hag	70	76	618	Firebane, Healmore, Limbo	Invisibility Herb
 Orochi	300	240	10720	Emits gales of flaming breath, Always attacks twice, Recovers HP	Orochi Sword
 Ortega	400	-	-	-	Cypress Stick
 Poison Silkworm	35	24	63	Emits gales of toxic breath	Antidote Herb
 Poison Toad	25	11	27	Attack may poison	Antidote Herb
 Putregon	350	64	4667	Emits gales of blizzard breath	Strength Seed
 Putrepup	50	18	39	Slow	Acorns of Life
 Rammore	60	54	216	Fireball	Leather Shield
 Red Slime	6	3	11	-	Medical Herb
 Rogue Knight	55	36	91	Attack may inflict terrible blow, Calls for reinforcements	Copper Sword
 Salamander	200	216	8000	Emits gales of flaming breath	Strength Seed

Monster	HP	Gold	EXP	Special	Treasure
 Scalgon	200	70	3134	Emits gales of blizzard breath	Strength Seed
 Scorpion Wasp	12	5	11	Calls for reinforcements	Luck Seed
 Shadow	?	?	?	?	?
 Simiac	40	42	227	Calls for reinforcements	Wing of Wyvern
 Skeleton	75	70	1124	Always attacks twice, Defense	Broad Sword
 Sky Dragon	80	216	1067	Emits gales of flaming breath	Acorns of Life
Slime	8	3	6	-	Medical Herb
 Slime Snail	20	22	280	Calls for reinforcements, Icebolt, Sleep	Cypress Stick
 Snow Dragon	110	108	587	Emits gales of blizzard breath, May attack twice	Acorns of Life
 Spiked Hare	20	10	19	Sleep	Leather Helmet
 Stingwing	40	42	220	Attack may numb	Full Moon Herb
 Stone Hulk	195	75	2374	Attack may inflict terrible blow, Recovers HP	Armor of Terrafirma
 Swordoid	170	81	4240	Attack may inflict terrible blow, Always attacks twice, Healmore	Snowblast Sword
 Tentacles	200	120	1707	May attack twice	Fighting Suit
 Terror Shadow	70	38	991	Snowblast	Thorn Whip
 Tonguebear	50	30	147	-	Iron Spear
 Tortragon	68	106	870	Emits gales of sweet breath	Iron Helmet
 Trick Bag	40	120	7	Dances a curious dance, Slow, Increase, Stopspell, Surround, Heal	Vitality Seed
 Troll	250	126	4067	Attack may inflict terrible blow	Thor's Sword
 Troll King	250	144	4067	Attack may inflict terrible blow	Thor's Sword
 Vampire	35	23	82	Attack may inflict terrible blow, Protects itself, Stopspell	Animal Suit
 Vampire Cat	35	24	87	Icebolt	Luck Seed
 Venom Zombie	80	30	491	Attack may poison, Emits gales of toxic breath, Protects itself, Calls for reinforcement	Antidote Herb
 Vile Shadow	130	81	2280	Emits gales of sweet breath, Beat	Stone of Life
 Voodoo Shaman	120	114	898	Calls for reinforcements, Healmore, Robmagic, Vivify	Leaf of World Tree
 Voodoo Warlock	150	126	2574	Emits gales of flaming breath, Dances a curious dance, Calls for reinforcements, Increase, Blazemore, Healall	Poison Moth Powder
 Wild Ape	50	22	80	Attack may inflict terrible blow, Calls for reinforcements	Strength Seed
 Winged Demon	125	108	3320	May attack twice, Blazemost, Healus	Sword of Illusion
 Witch	54	63	407	Calls for reinforcements, Healmore	Luck Seed
 Witch Doctor	93	48	478	Firebane, Healmore	Invisibility Herb
 Wyvern	80	90	2374	Attack may inflict terrible blow, Emits gales of flaming breath	Wing of Wyvern
 Zoma (Strong)	1023	-	-	Emits gales of blizzard breath, Nullifies all spells cast, Always attacks twice, Recovers HP, Snowstorm, Bounce	-
 Zoma (Weaker)	1023	-	-	Emits gales of blizzard breath, Nullifies all spells cast, Always attacks twice, Recovers HP, Snowstorm	-

1. Where are all of the Orbs at? Check the Orb Locations page for locations of each orb.

2. How do I walk on those rotating floors found in certain castles and towers? Click Here for a picture and description of how to move on these types of floors.

3. Can I play the game without the Hero? Yes, you have to beat the game first, then take the hero out of the party.

4. How can I change a character into a Sage? With the Book of Satori which is found in the Tower of Garuna, north of Dhama. You can also turn a Goof-Off into a Sage without having to use the Book of Satori after they have reached level 20.

5. How do I get past the guards at Eginbear Castle? Use an Invisibility Herb, which you can buy at Lancel.

6. Is it possible to buy items at the Elf Village Item Shop? Yes, you need to use the Staff of Change first, then go to the item shop. They sell Wizard Rings there, buy as many as you can.

7. How do I find the Phantom Ship? You need the Sailor's Thigh Bone to provide its location. The bone is being held by an Old Man in Greenland, you must trade him the Staff of Change for it.

8. Where is the Staff of Change? Behind the throne in Samanao Castle. You have to defeat the fake king first after using the Mirror of Ra to reveal his true form.

9. What does the Sage's Stone do? Use it in battle to perform the Healus spell. It can be used any number of times.

10. Where is the Dragon Queen Castle? Northwest of where you find the Leaf of the World Tree. Its location is marked on this map. You can only get there by flying (after you acquire Ramia the Phoenix).

11. What am I supposed to do with this Sphere of Light the Dragon Queen gave me? You will use it when you face Zoma. He is practically invincible until you use that to drain some of his powers.

12. A monster sent one of my party members in Limbo during battle, how do I get them back? Go back to Louisa's Place where you register party members and he/she will be waiting there.

Tips

- Remember to store gold often in the vault located in Aliahan. That way if you are defeated in battle your gold will always be safe when stored in the vault.

- You can make a lot of money early in the game. Just go to the Hall of Registration and register as many soldiers as you can. Then take them to the item shop and sell their weapons and armor.

- The Ring of Life is one of the best items to aid you because it heals whoever wears it as they walk. The hero wont need it as long as he already has the Armor of Radiance, so give it to one of your other party members and have them each take turns wearing it while they walk to save on MP for healing spells. Use the Ring of Life in between fighting King Hydra, Baramos Bomus, Baramos Gonus, and Zoma to save on magic because you will take a beating from each of them. Just walk east to west, do not more forward because you may walk into your next enemy.

- To lower damage in battle have your 2 middle party members Parry in battle, then use the B button to cancel the next person's move and back up. Then have that person use whatever attack you would normally have him use. If he gets hit in battle, his damage is half as normal. This will only work on the middle two party members, since the leader doesn't get a chance to parry, and the last person in line can't cancel a command.

- Use the Shield of Strength as an item in battle for healmore effect on the person who is carrying it. It does not need to be equipped to use in battle, just keep it on you.

- Many weapons like the Orochi Sword, Snowblast Sword, and al the Staff weapons can be used as items in battle for more effective attacks.

Green Orb

Tedanki, at night time only from a prisoner.

Red Orb

Pirate House, move a boulder outside of the Northeast part of the house to reveal a staircase.

Purple Orb

The Orochi will leave this behind when defeated.

Blue Orb

In a treasure chest in the Navel of the Earth.

Yellow Orb

New Town behind your former Merchant's throne after he is put in jail.

Silver Orb

Kept in the shrine on the other side of the Cave of Necrogond.

Was the first game in the series to let you return to most locations you had been to with the Wings or Return Spell.

Also the first game of the series in which you could find seeds to improve character stats like Agility, HP, Luck, etc.

Introduced the Day Night feature to the series, as well as different things going on in the towns an night.

First game of the series to allow you to have 4 party members.

This game marked the first time that the Metal Babble gave over 50,000 EXP.

The ocean monsters in this game were much stronger than Dragon Warrior 2.

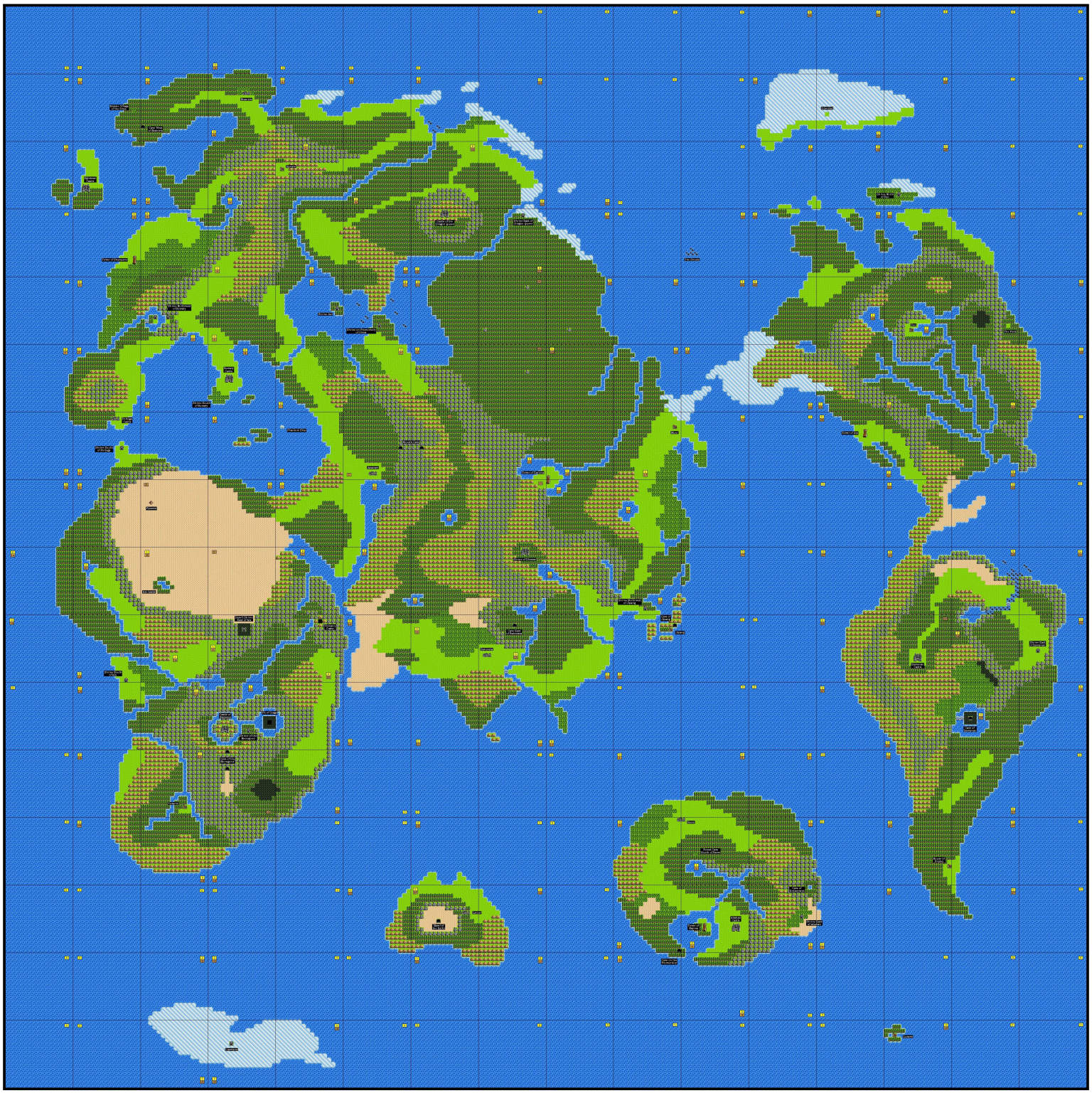
A new way to travel was introduced to the series as you are able to fly on a bird later in the game.

Had more monsters (over 135) than Dragon Warrior 1 & 2 combined.

Also had more places to visit than the first 2 games of the series combined.

NES Game Genie Codes
Some codes only work when starting a new game

Code	Effect
NYUOYPZU	King gives 255 gold
PASPZPAA	King gives mega-gold
YTVUGZYE	Hero starts with increased strength and/or attack power
VYVUGZYE	Hero starts with greatly increased strength and/or attack power
LTNLPZIA	Hero starts with increased agility and/or defense
NYNLPZIE	Hero starts with greatly increased agility and/or defense
LTNLTZYA	Hero starts with increased vitality and/or hit points
NYNLTZYE	Hero starts with greatly increased vitality and/or hit points
LTNUUZTA	Hero starts with increased magic, maximum magic points and/or intelligence
NYNUUZTE	Hero starts with greatly increased magic, maximum magic points and/or intelligence
ZVELAZSA	Hero starts with increased luck
VNELAZGE	Hero starts with greatly increased luck
LTVUIZPA	Wizard starts with increased strength and/or attack power
VYVUIZPE	Wizard starts with greatly increased strength and/or attack power
ZTNLZZGA	Wizard starts with increased agility and/or defense
NYNLZZGE	Wizard starts with greatly increased agility and/or defense
ZTNLYZZA	Wizard starts with increased vitality and/or maximum hit points
OPNLYZZE	Wizard starts with greatly increased vitality and/or maximum hit points
LTNUGXPA	Wizard starts with increased magic, intelligence and/or maximum magic
LVELPZZA	Wizard starts with increased luck
VNELPZZE	Wizard starts with greatly increased luck
ZTVUTZLA	Pilgrim starts with increased strength and/or attack power
VYVUTZLE	Pilgrim starts with greatly increased strength and/or attack power
ZTNLLZGA	Pilgrim starts with increased agility and/or defense
LTNUAZLA	Pilgrim starts with increased vitality and/or maximum hit points
VYNUAZLE	Pilgrim starts with greatly increased vitality and/or maximum hit points
LTNUXAAA	Pilgrim starts with increased magic and/or intelligence
VYNUXAE	Pilgrim starts with greatly increased magic and/or intelligence
ZVELZLLA	Pilgrim starts with increased luck
VNELZZLE	Pilgrim starts with greatly increased luck
LTNLAXPA	Soldier starts with increased strength and/or attack power
VYNLAXPE	Soldier starts with greatly increased strength and/or attack power
ZTNLIZZA	Soldier starts with increased agility and/or defense
LTNUZZYA	Soldier starts with increased vitality and/or maximum hit points
IAOZENNY	Start with 6 battle-axes
TAOZENNY	Start with 6 broadswords
YAOZENNY	Start with 6 wizard's wands
YAOZENNN	Start with 6 demon's axes
GPOZENNY	Start with 6 multi-edge swords
IPOZENNY	Start with 6 staffs of force
TPOZENNY	Start with 6 swords of illusion
APOZENNN	Start with 6 falcon swords
AZOZENNN	Start with 6 armor of radiance
AAYEOZ	Enemy is always asleep
POZEOZ	Enemy can't attack (but can use magic)
EISETLEY	Never get attacked while walking on the field or in dungeons
NNOESUAX	Get attacked very often
GVVUGAPA	Shoes of Happiness increase experience points by 100, instead of 1
NNVUGAPE	Shoes of Happiness increase experience points by 255
AAUPOVPA	All characters benefit from the special effects of the following items outside of battle without having to have any of them equipped: Armor of Radiance, Sacred Robe, Water Flying Cloth, Shoes of Happiness, and Ring of Life
ATEPZLSZ	Infinite HP. Take no physical damage in battle or while crossing swamps or barriers. Blast and Defeat can still wipe out your party
AUEGALSX AVEOPUVG	Infinite MP
AEVOAYP	All party members that fight strike twice per turn
AEVUTTH	Defeat an enemy with 1 hit
PEEATVPY EKEAYZEA	Party always starts a battle as a dragon (BioDragon spell)
PEEATVPY EEEEAYZEE	Party always starts a battle with Bikill spell cast (double the normal damage)
AANLYAPA	Always get a treasure chest at the end of a battle (except for enemies who rarely drop items)
AASUUEIP	Get treasure chests from enemies that rarely drop them
ZANLAZAA	Wizard's Wand casts Blazemost instead of Blaze
PPNLPZIA	Thor's Sword casts Lightning instead of Firevolt
LANLZIZE	Snowblast Sword casts SnowStorm instead of SnowBlast
AANLTZYE	Thunder Sword casts Explodet instead of Biom
IANLYZGA	Staff of Thunder casts Firevolt instead of Firebane
PPNUAXYA	Sword of Kings casts Lightning instead of Infermost
YANUZXIE	Staff of Judgement casts Infermost instead of Infernos
GPMUULO	Shield of Strength casts Healall instead of Healmore
YOELLXTO	Sage's Stone casts Healusall instead of Healus
EGOPLZXG	Medical Herbs don't disappear after being used
EGOPGZXG	Antidote Herbs don't disappear after being used
OTOPIZST	Fairy Water doesn't disappear after being used
EAOPTZXA	Wings of Wyvern don't disappear after being used
EGOPYZXG	Leaf of World Tree doesn't disappear after being used
OGGOZZSG	Full Moon Herbs don't disappear after being used
ZAEPGZTA	Invisibility Herbs don't disappear after being used
OAEOIZSA	Strength Seeds don't disappear after being used
OAEOTZSA	Agility Seeds don't disappear after being used
OAEOYZSA	Vitality Seeds don't disappear after being used
OAOPPZSA	Intelligence Seeds don't disappear after being used
OAOPAZSA	Luck Seeds don't disappear after being used
XAOPZVA	Acorns of Life don't disappear after being used
ATUOVSZ	Items in shops are free if you have enough money. Also works in the vault, deposit money and it won't decrease, yet you will still have deposited that amount
EGSLZGXG	Blaze spell uses no MP
EGSLLGVG	Blazemore spell uses no MP
EGSLGKKG	Blazemost spell uses no MP
EGSLIGKG	Firebal spell uses no MP
EGSLTGVG	Firebane spell uses no MP
EGSLYKKG	Firevolt spell uses no MP
AGSUAGXG	Bang spell uses no MP
AGSUPKPG	Boom spell uses no MP
AGSUZGZI	Explodet spell uses no MP
AGVLLKTI	Lightning spell uses no MP
EAVUGGUA	Heal spell uses no MP
EAVUGGSA	Healmore spell uses no MP
EAVUTGNA	Healall spell uses no MP
AANLAGZP	Healus spell uses no MP
AANLPKTL	Healusall spell uses no MP
AEEUKAA	Outside spell uses no MP
AANUAKAA	Return spell uses no MP
EEELTGXA	Antidote spell uses no MP
EEELYGVA	NumbOff spell uses no MP
AEEUPGSA	Repel spell uses no MP
AEEUYGZA	Stepguard spell uses no MP
AEEUGGLA	X-Ray spell uses no MP
APNASSTI ZINAXGA	When a character changes classes, their stats remain the same



0: Martian Slime, Mad O' War, Merman, King Squid, Healer Cromlor
1: Cretinus, Mad O' War, Merman, Stingwing, Kerr
2: Tortuguise , Cretinus, Merman, Stingwing, Healer Cromlor, Merrowcrane
3: Martian Slime, King Squid, Cretinus, Rhinoceraun, Tentacleer, Healer Cromlor

4: Slime, Black Raven
5: Slime, Black Raven, Horned Rabbit
6: Slime, Black Raven, Horned Rabbit, Giant Asterites
7: Slime, Black Raven, Horned Rabbit, Giant Asterites, Masked Mam, Magicaire, Healer
8: Caterpillar, Wanna Toad, Magicaire, Upland Hare, Pyrrogyp, Humanachet, Rogue Knight, Healer
9: Pyrrogyp, Caterpillar, Army Ant, Killer Bee, Masked Moth, Humanachet, Rogue Knight, Healer
A: Wild Scout, Poison Tulip Head, Arrogant Raven, Flamingo, Redbeard, Rogue Knight, Army Ant, Shadow, Healer
B: Wild Scout, Poison Tulip Head, Arrogant Raven, Flamingo, Redbeard, Rogue Knight, Healer
C: Infernal Crab, Vampire Bat, Flamingo, Mummy Man, Deluge Toadstool, Mad Mother Moth
D: Man-Eater Moth, Flamingo, Vampire Cat, Infernus Crab, Mummy Man
E: Avenger Raven, Lumpus Mandrucot, Rogue Knight, Vampire, Deadly Toadstool, Healer
F: Avenger Raven, Lumpus Mandrucot, Rogue Knight, Vampire, Deadly Toadstool, Fly Magic Frederick, Metal Slime, Healer
10: Hunter Fly, Avenger Jackal, Heat Cloud, Magic Toadstool, Healer
11: Hunter Fly, Tanglethear, Avenger Jackal, Magic Toadstool, Hork
12: Hunter Fly, Tanglethear, Avenger Jackal, Magic Toadstool, Hork
13: Bad Assassin, Mutant, Tragicahat, Executioner, Fierce Bear
14: Fearmonk, Batsaur, Rex, Metal Slime, Cutlula, Executioner, Fierce Bear
15: Fearmonk, Batsaur, Rex, Metal Slime, Cutlula, Executioner, Hork, Healer
16: Avenger Beak, Stone Beast, Dreamite, Barnabian, Healer
17: Avenger Beak, Stone Beast, Dreamite, Barnabian, Healer
18: Dreamite, Avenger Beak, Stone Beast, Barnabian, Metal Slime, Healer

19: Witch, Infernus Knight, Scratagon, Stingwing, Avenger Beak, Metal Slime, Healer
1A: Witch, Infernus Knight, Scratagon, Stingwing, Hork
1B: Fierce Bear, King Penguinn
1C: Scratagon, Witch Doctor, Shadow, Stingwing, Hork
1D: Witch Doctor, Vicious Dancer, Blue Beak, Snow Dragon
1E: Infernus Knight, Witch, Barnabian, Cutter
1F: Stingwing, Blue Beak, Harder Cromlor, Witch Doctor, Eighorn, Hork
20: Blue Beak, Harder Cromlor, Witch Doctor, Barker Cromlor, Mermonster
21: Blue Beak, Vicious Dancer, Witch Doctor, Eighorn, Stingwing, Metal Slime, Harder Cromlor, Voodoo Shaman, Hork
22: Eighorn, Witch Doctor, Vicious Dancer, Blue Beak, Stingwing, Metal Slime, Metal Babbler, Voodoo Shaman, Hork
23: Dancer Barker, Eighorn, Snow Dragon
24: Eighorn, Witch Doctor, Vicious Dancer, Blue Beak, Stingwing, Metal Slime, Metal Babbler, Voodoo Shaman, Hork
25: Dancer Barker, Eighorn, Snow Dragon
26: Infernus Knight, Witch Doctor, King, Blue Beak, Elysium Bird, Hork
27: Infernus Knight, Witch Doctor, King, Blue Beak, Elysium Bird, Harder Cromlor, Blue Beak, Elysium Bird
28: Scratagon, Ornette Old Hag, Voodoo Shaman, King, Elysium Bird, Hork, Metal Slime
29: Old Hag, Lethal Armor, King, Elysium Bird, Voodoo Shaman, Hork
2A: Old Hag, Lethal Armor, Elysium Bird, Voodoo Shaman, Hork, Healer
2B: Grizzz Old Hag, Lethal Armor, Mindmonk, Elysium Bird, Sky Dragon, Bomb Crag, Metal Slime
2C: Avenger, Old Hag, Bomb Crag, Grizzz, Elysium Bird
2D: Avenger, Old Hag, Bomb Crag, Grizzz, Elysium Bird, Vampire, Deadly Toadstool, Infernus Crab, Wild Ape, Mummy, Healer, Hork
2E: Troll, Frost Cloud, Wanderwear, Cutter, Old Hag
2F: King Tortuguise, Glacier Basher, Elysium Bird, Snow Dragon, Frost Cloud, Cuver



Made Underworld

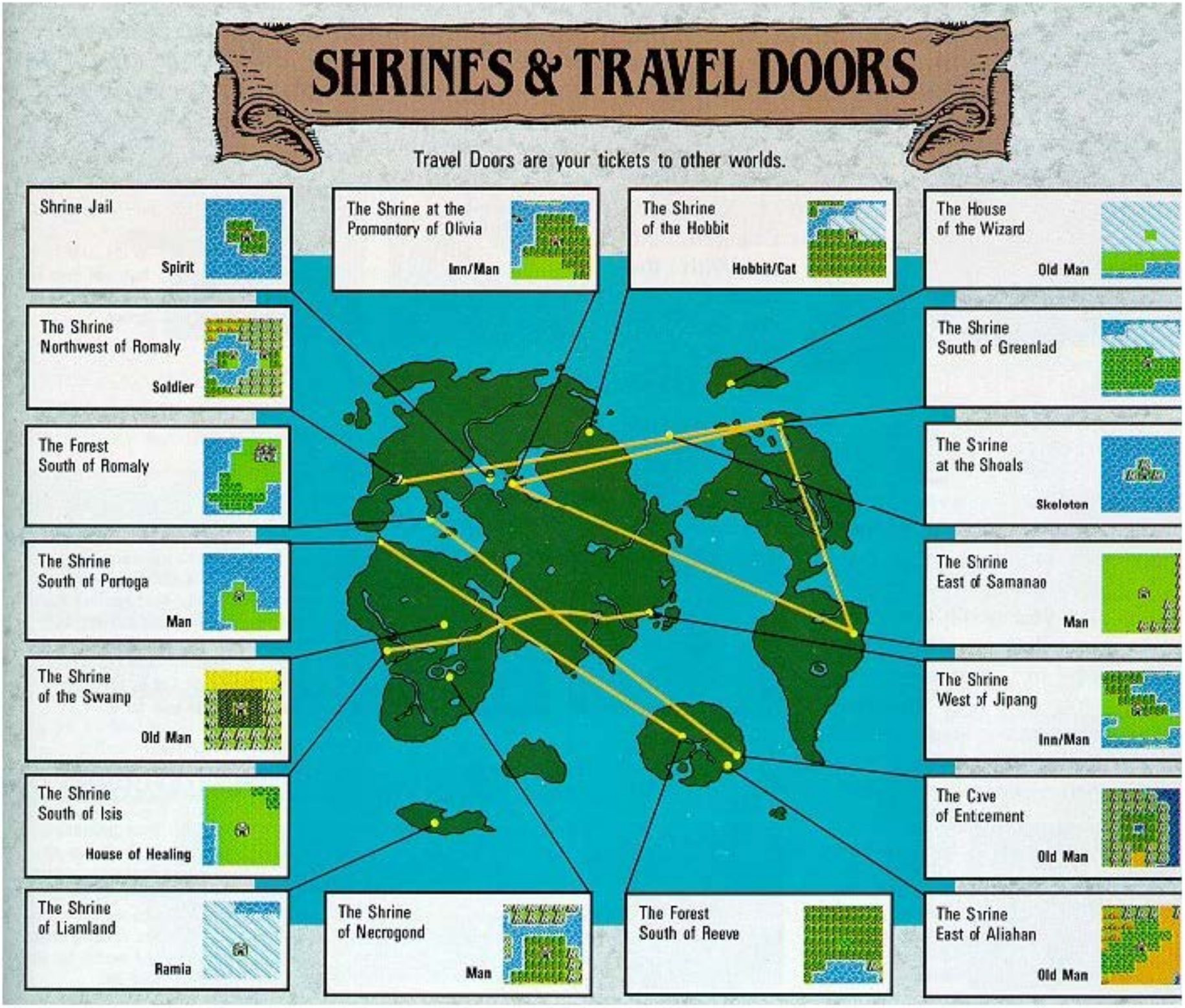
Map by Rick N. Bruns
Version 1.0 © 2012
Visit www.NESMaps.com for maps, sprites and posters for the NES.

Paypal: Rick@NintendoMaps.com

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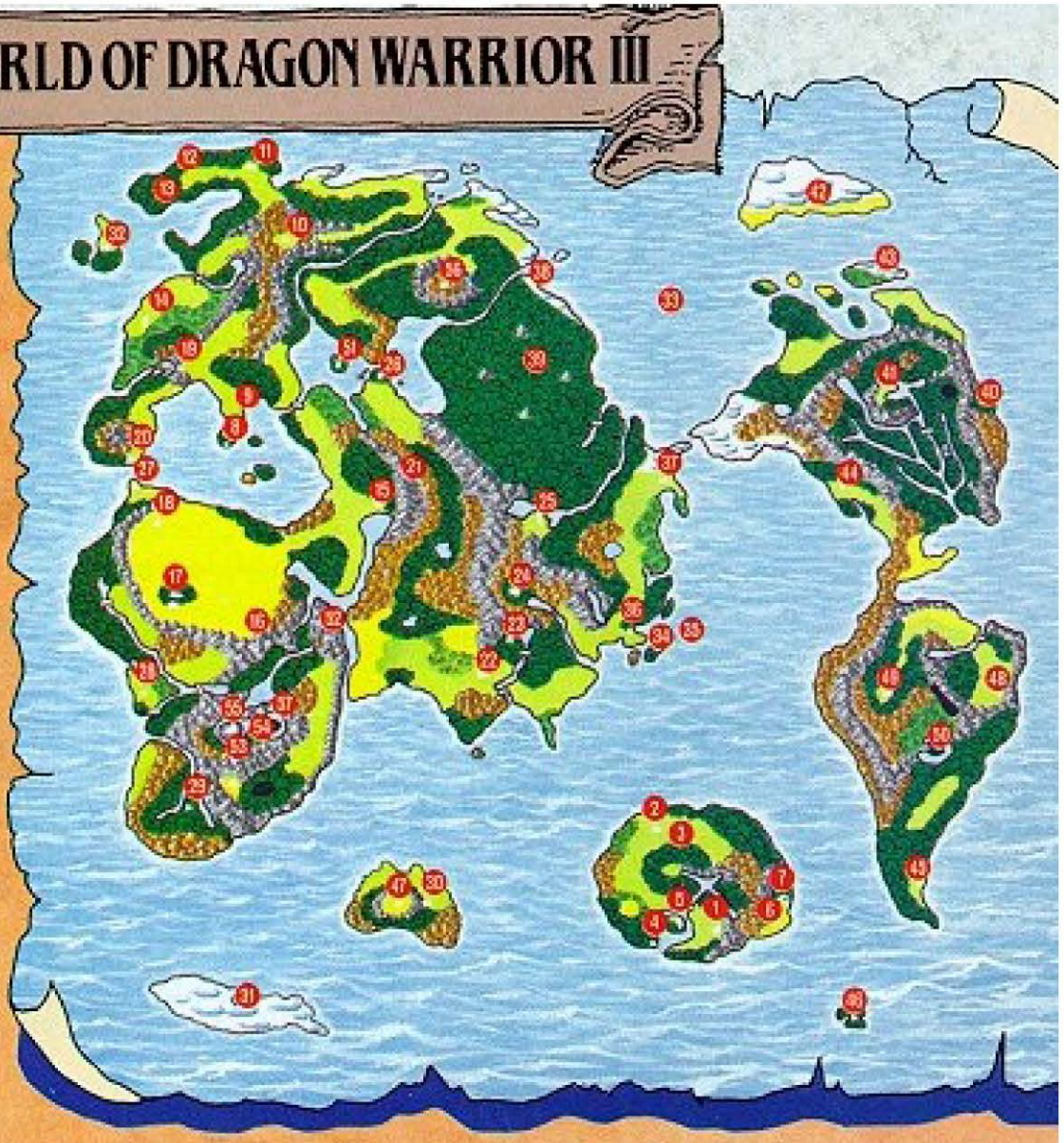
SHRINES & TRAVEL DOORS

Travel Doors are your tickets to other worlds.

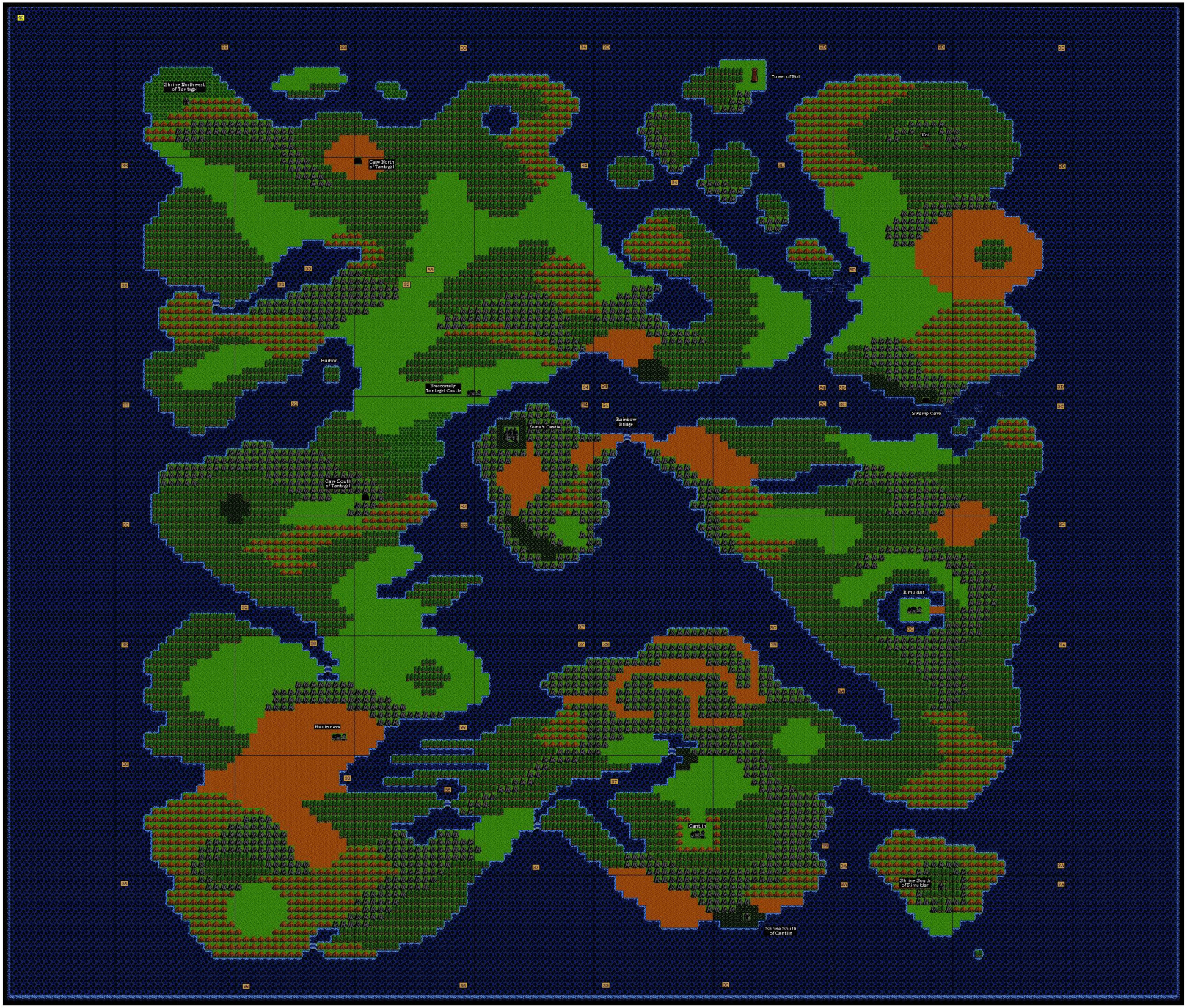


THE WORLD OF DRAGON WARRIOR III

The Overworld in Dragon Warrior III is vast and varied. You can wander around at will, but to follow the most direct path to your journey's end, go to the map's numbered locations in the sequence indicated.



1. Castle Town of Aliahan
2. Village of Reeve
3. Forest South of Reeve
4. Cave on the Promontory
5. Tower of Najima
6. Shrine East of Aliahan
7. Cave of Enticement
8. Forest South of Romaly
9. Castle Town of Romaly
10. Village of Kanave
11. Village of Noaniels
12. Hidden Village of Elves
13. Cave West of Noaniels
14. Tower of Shanpane
15. Town of Assaram
16. Shrine of the Swamp
17. Castle Town of Isis
18. The Pyramid
19. Shrine Northwest of Romaly
20. Castle Town of Portoga
21. Cave of Norud the Dwarf
22. Town of Baharata
23. Cave East of Baharata
24. Shrine of Dhama
25. Tower of Garuna
26. Shrine at the Promontory of Olivia
27. Shrine South of Portoga
28. Shrine South of Isis
29. Village of Tedanki
30. Village of Lancel
31. Shrine of Liamland
32. Castle of Eginbear
33. Shrine at the Shoals
34. Village of Jipang
35. Cave of Jipang
36. Shrine West of Jipang
37. Village of Muor
38. Shrine of the Hobbit
39. Leaf of World Tree
40. Field (New Town)
41. Village of Soo
42. House of the Wizard of Greenlad
43. Shrine South of Greenlad
44. Tower of Arp
45. House of Pirates
46. Village of Luzami
47. Navel of the Earth
48. Shrine East of Samanao
49. Castle Town of Samanao
50. Cave Southwest of Samanao
– Phantom Ship
51. Shrine Jail
52. Crater
53. Cave of Necrogond
54. Shrine of Necrogond
55. Castle of Baramos
56. Castle of Dragon Queen
57. Great Pit of Giaga

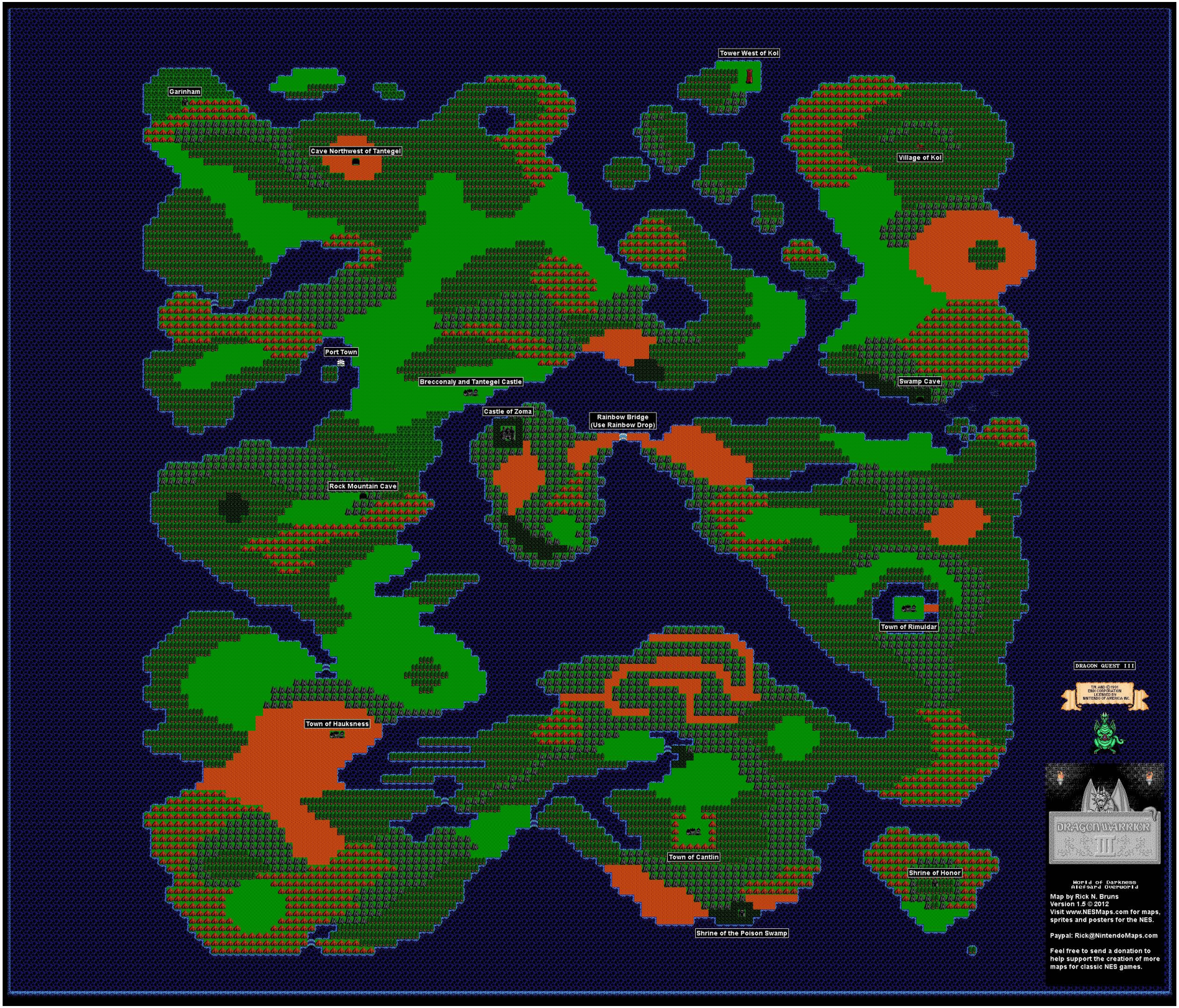


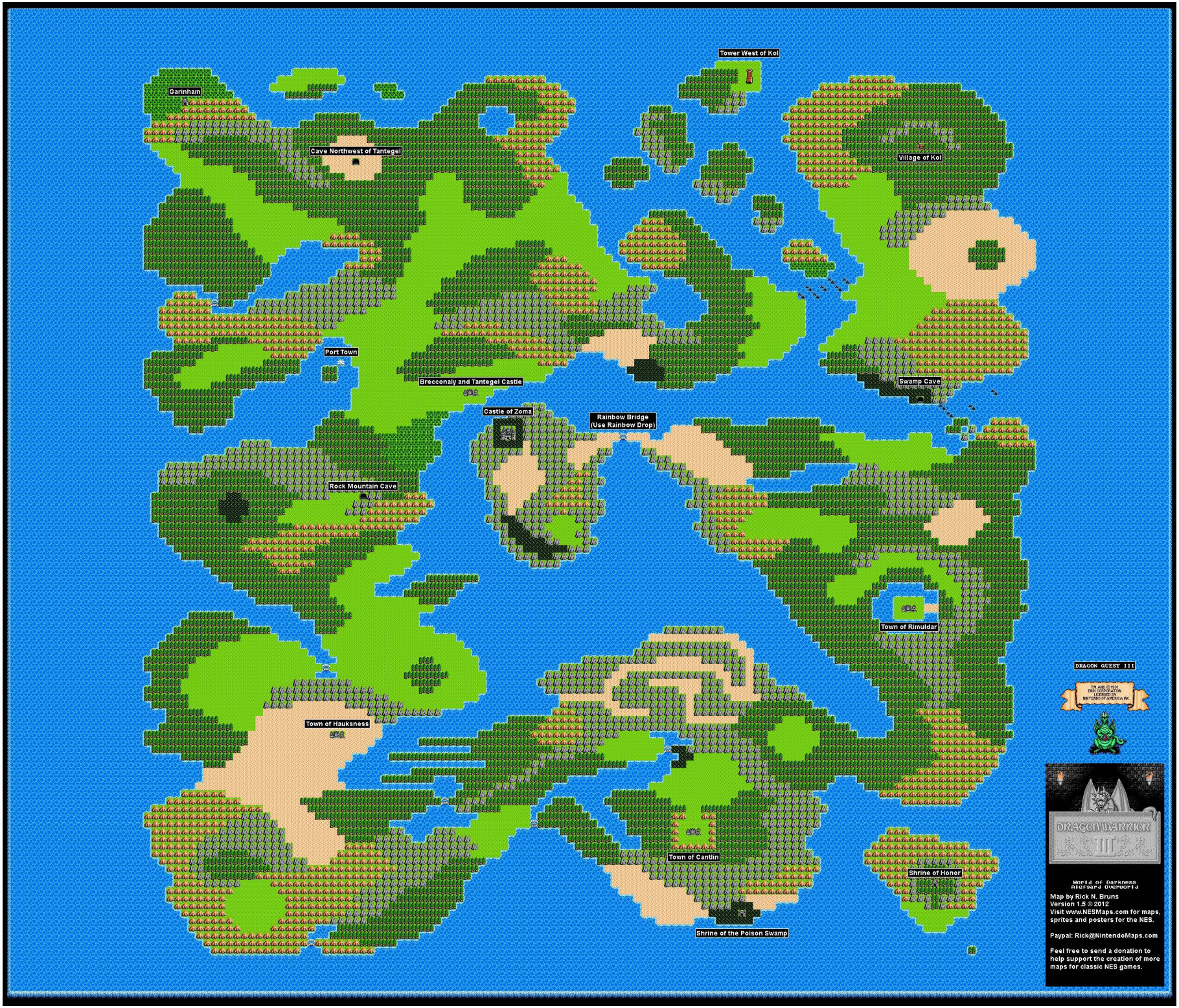
Ocean (Everywhere)

40: King Merzon, Kragacles, Marine Slime, Man O' War, Hologhost, Tentacles, Frost Cloud, Elysium Bird

Land

32: Red Slime, Goopi, Slime, Marauder, Salamander, Granite Titan, Healer, Slime Snail, Metal Babble
33: Goopi, Red Slime, Ghoul, Salamander, Granite Titan, Voodoo Shaman, Hork
34: Stone Hulk, Boss Troll, Goopi, Salamander, Archmage, Granite Titan
36: Wyvern, Vile Shadow, Boss Troll, Red Slime, Stone Hulk
37: Goopi, Wyvern, Scalgon, Boss Troll, Ghoul, Voodoo Warlock, Granite Titan, Hork, Voodoo Shaman
38: Wyvern, Magiwyvern, Darthbear, Red Slime, Slime, Goopi, Metal Babble, Granite Titan
39: Wyvern, Gold Basher, Vile Shadow, Ghoul, Darthbear, Marauder, Voodoo Shaman, Hork, Bomb Crag
3C: Darthbear, Wyvern, Goopi, Metal Babble, Scalgon, Granite Titan
3D: Ghoul, Scalgon, Goopi, Winged Demon, Granite Titan, Voodoo Shaman, Hork
3F: Green Dragon, Troll King, Hydra, Voodoo Warlock, Elysium Bird, Hork, Gold Basher, Metal Babble

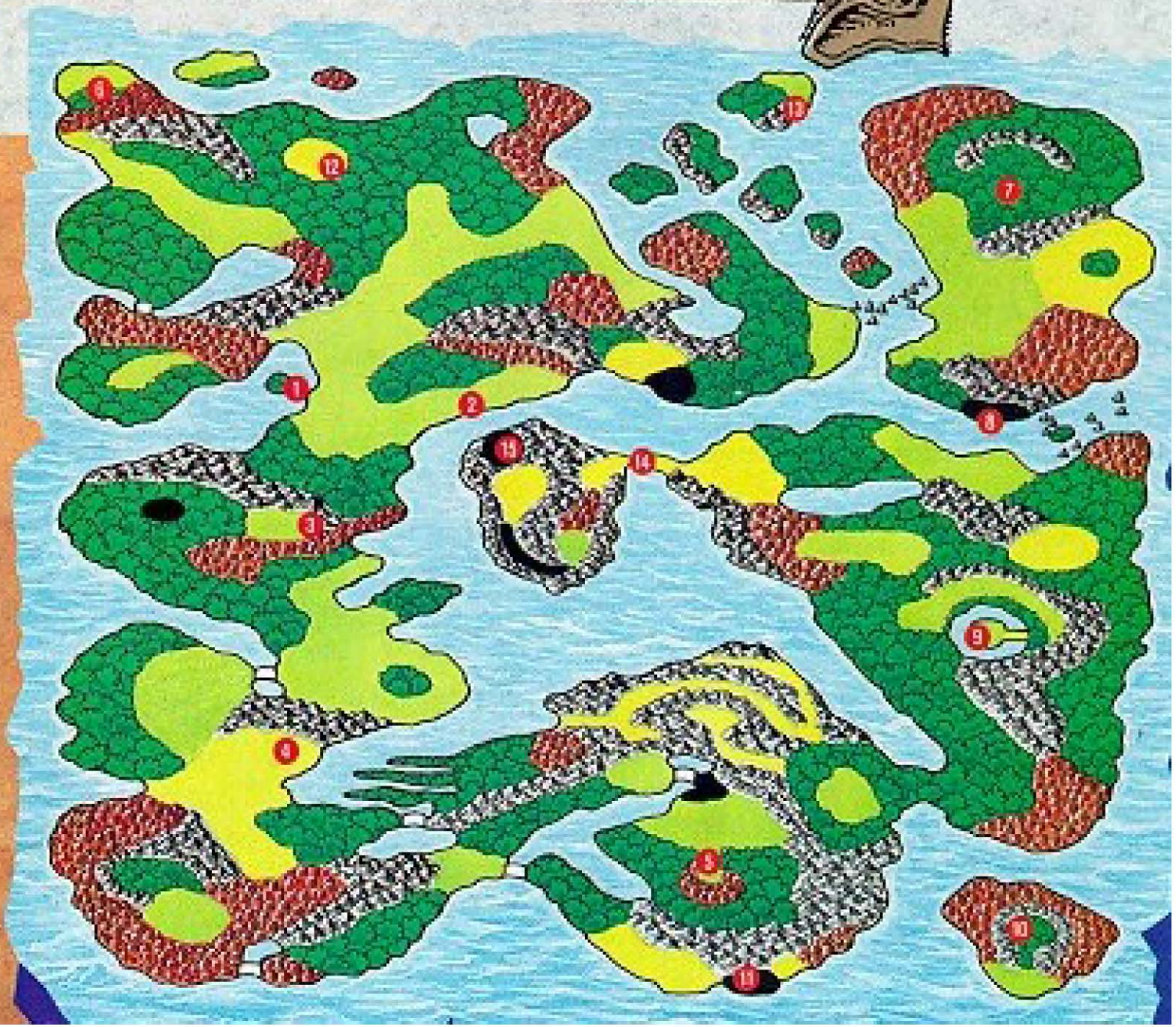

Tower West of Kol
Garinham
Cave Northwest of Tantegel
Village of Kol
Port Town
Brecconaly and Tantegel Castle
Swamp Cave
Castle of Zoma
Rainbow Bridge
(Use Rainbow Drop)
Rock Mountain Cave
Town of Rimuldar
Town of Hauksness
Town of Cantlin
Shrine of Honor
Shrine of the Poison Swamp
DRAGON QUEST III
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DRAGON WARRIOR III
World of Darkness
Alefgard Overworld
Map by Rick N. Bruns
Version 1.5 © 2012
Visit www.NESMaps.com for maps, sprites and posters for the NES.
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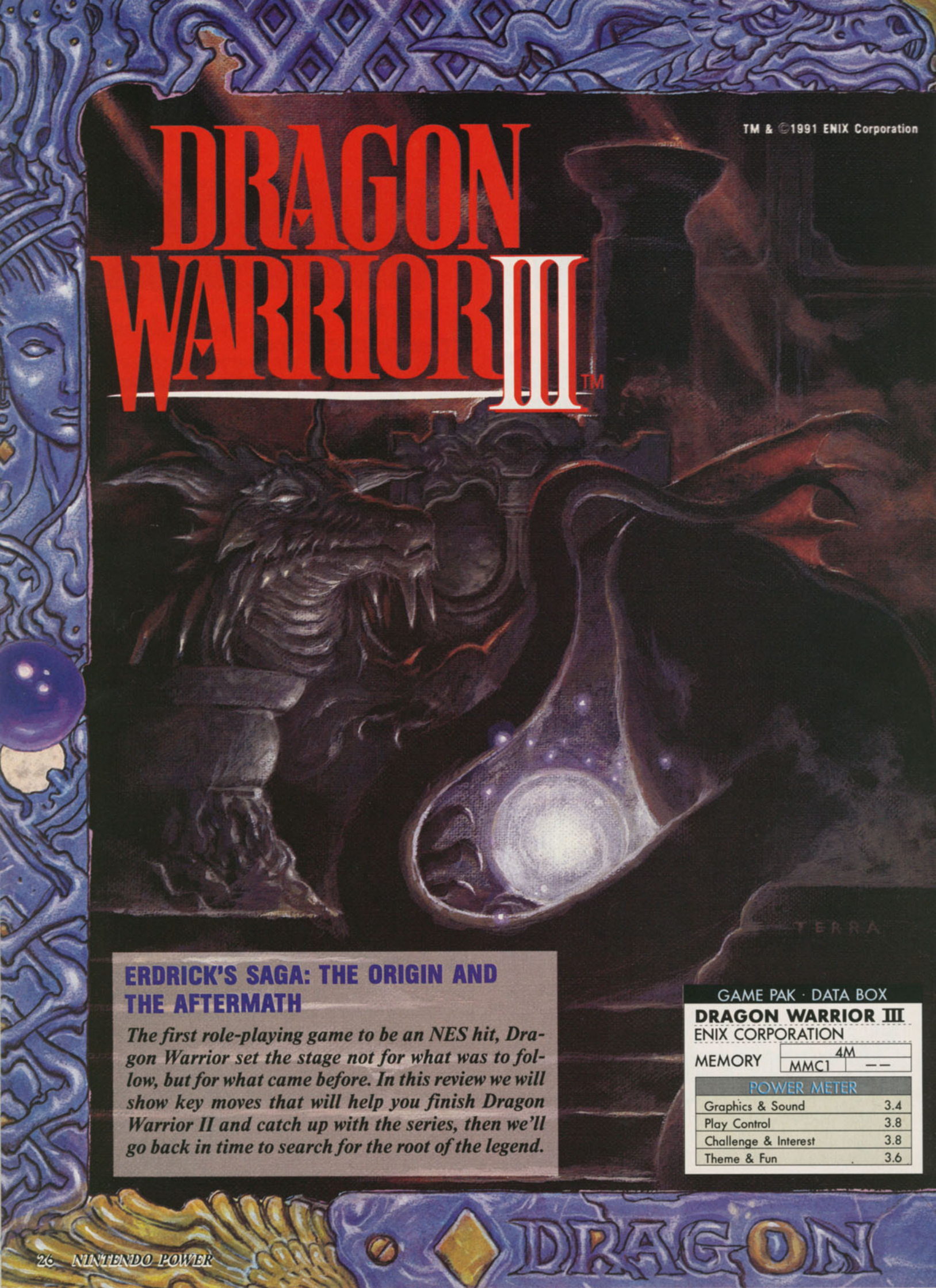

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WORLD OF DARKNESS

If you've played Dragon Warrior and Dragon Warrior II, you'll be familiar with this dark new world.

1. Port Town
2. Tantegel
3. The Cave Southwest of Tantegel
4. The Town of Hauksness
5. The Town of Cantlin
6. Garinham
7. The Village of Kol
8. The Cave South of Kol
9. The Town of Rimuldar
10. The Shrine of Holy
11. The Shrine of the Poison Swamp
12. The Cave Northwest of Tantegel
13. The Tower West of Kol
14. Rainbow Bridge
15. The Castle of Zoma





ERDRICK'S SAGA: THE ORIGIN AND THE AFTERMATH

The first role-playing game to be an NES hit, Dragon Warrior set the stage not for what was to follow, but for what came before. In this review we will show key moves that will help you finish Dragon Warrior II and catch up with the series, then we'll go back in time to search for the root of the legend.

GAME PAK · DATA BOX

DRAGON WARRIOR III

ENIX CORPORATION

MEMORY	4M
	MMC1 — —

POWER METER	
Graphics & Sound	3.4
Play Control	3.8
Challenge & Interest	3.8
Theme & Fun	3.6

THE HISTORY OF DRAGON WARRIOR

The telling of Erdrick's legend began in Alefgard with his descendants. When we discover the source himself, the saga gets bigger and better.

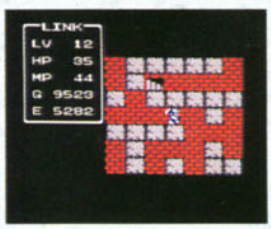
DRAGON WARRIOR

1989 THE TELLING OF THE LEGEND BEGINS

A lone warrior sets out to follow in Erdrick's footsteps by bringing peace to Alefgard. To do so, he must slay the wicked, brutal Dragonlord.



Villagers you meet have information that will help you continue your quest.



Enter the dark places armed with courage, magic, ancient weapons and, perhaps, a torch.

DRAGON WARRIOR II

1990 EXPECT THE UNEXPECTED AS YOU EXPLORE NEW TERRAIN

Instead of traveling alone, now you head a party of three as you explore the expanded world of Alefgard, which is four times larger than it was in Dragon Warrior. You'll be glad that you have extra help when you encounter parties of enemies like none you've ever seen.



You, as party leader, learn to use the talents of each team member.



Strategy is vital when you face multiple enemies. Plan your attack.

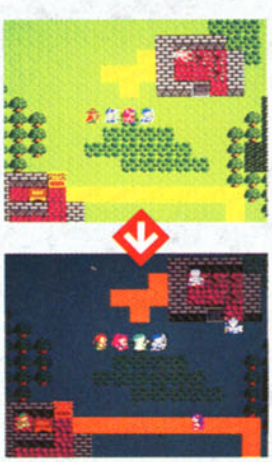


The new world is so big that you'll need a ship to explore it all.

DRAGON WARRIOR III

1991 THE SECRETS OF THE LEGEND ARE FINALLY REVEALED

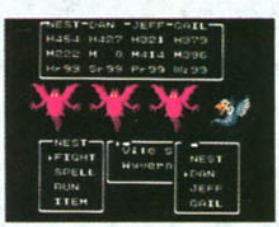
The third game in the series might explain some of the mystery surrounding the earlier episodes. This time you head a party of four, some of which can make beneficial class changes during your quest, and you can learn more spells than ever. The passing of time is an all-new element. Explore during the day when you can, at night when you must. You will explore by ship, as you did in Dragon Warrior II, but this time you will also have to fly high aboard a huge bird to reach remote places.



In daylight, towns bustle with activity. At night, some of the shops close and some people give interesting new tips.



Flying is safe travel because there are no enemies in the sky.



In battle scenes, you can attack fellow party members. Hit sleeping ones to wake them!



From Level 20 on, you can change party members' classes. Be careful, though. They lose abilities and items when they change.

DRAGON WARRIOR II

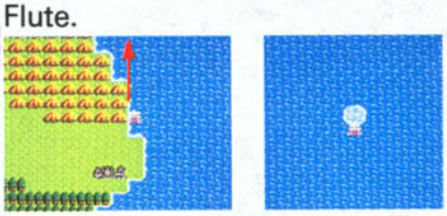
TM&© 1990 Enix of America

QUICK TIPS

If you don't want the second quest to drag on, these tips will help you find the key items so you can get started on Dragon Warrior III. You'll still have to raise your levels in battle by fighting foes.

Sunken Treasure

From Lianport, sail due north to the reef. Use Searc to dive overboard. Return to Lianport for the Flute.



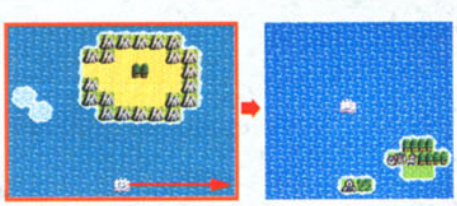
The World Tree

On an island in the south seas you'll find a special tree with a leaf that restores life. Head east and south from Wellgarth, then Search.



Mysterious Zahan

The fabled island of Zahan is isolated in the southern ocean. From the World Tree, set sail to the east and south.



The Golden Key

In the fishing village on Zahan, look for a dog on the east side of town. This precocious pooch will lead you straight to the Golden Key.



Jailor's Key

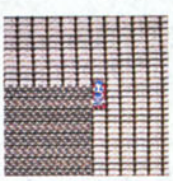
In the underground city of Wellgarth there is a shop with a mysterious blank spot in the list of items for sale. Point at the blank spot for the Key.



The Hiding Place Of Roge Fastfinger

The prison cell looks empty, but if you walk into the dark wall at the bottom you will find Roge's hiding place.

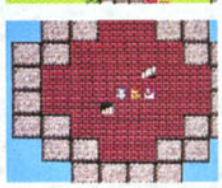




Making The Water Flying Cloth

In the temple at Zahan, use Stepguard to cross the barriers and get the Loom on the left side. The Dew's Yarn is on the third floor of the northern Dragon's Horn Tower. Take these items to Tuhn and give them to Don Mahone. Save the game and Mahone will have the Cloth ready for the Princess.

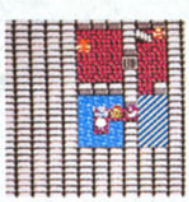






Staff Of Thunder

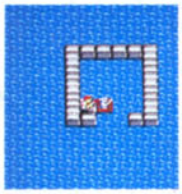
Once you have the Jailor's Key, go to the jail beneath Midenhall and talk to the prisoners. One will reveal his true, evil self. Defeat him and win the Staff. Sell the Staff for 9,500 pieces of Gold and repeat the procedure to amass a fortune.





The Tower Of The Moon

When you find Roge Fastfinger, he'll give you the Water Gate Key. Use that in the Water Gate in the northern field of Tuhn to flood the channel. Now you can sail to the Tower.




Entrance To Rhone

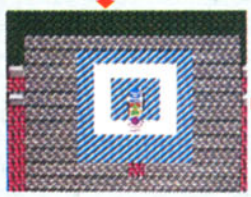
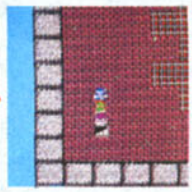
Take the travel warp in Beran to a mountain valley just north of Wellgarth. West of the valley is a poisonous swamp. Cross the swamp and use the Eye of Malroth, which is found in Monolith Island, to open a secret door in the mountainside. The door opens in the third mountain from the left.





The Secret Face Of Hargon's Castle

After battling your way through Rhone, the last thing you want to see is an eerie replica of Midenhall. To make Hargon's Castle appear, use the Charm of Rubiss. The Eye of Malroth will reveal the stairway up into the castle if used in the middle of the temple room.

Sea Cave & Monolith Island

From Osterfair, sail four units west, then head north to the Cave. The Island is 23 units west of Osterfair. Use the Moon Fragment to enter.



Erdrick's Stuff

The great champion of long ago left his stuff scattered carelessly about. The Sword is in Charlock Castle; the Token is in Midenhall; the Armor is in the cave to Rhone; the Shield is in Cannock Castle and the Helmet is in the Monolith of Holy.

Sword Of Destruction

The mightiest weapon in the game can be won only in Rhone by defeating the Atlas, the Giants or the Green Dragon.



THE QUEST OF FIVE CRESTS

Before the great wizard Rubiss will give you his Charm, you must collect the five lost crests. In a cellar room of Hamlin is the Water Crest, which you win in battle. The Moon Crest is found in Osterfair if you defeat the lion.

On an island in the southern sea where a flame burns in a monolith, exit the right door and walk along the outer wall counter clockwise to find the Fire Crest. In the dungeon of Rhone Cave, battle through the fierce Horkmen to find the Crest of Life. The Star Crest is in the Lighthouse. Find the old man and follow him, then defeat his true form for the Crest. Once you have the fire Crests, go to the Sea Cave and descend to the Chamber of Rubiss.

STAR CREST



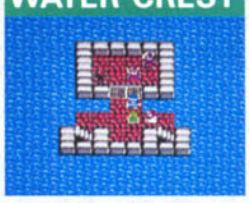
FIRE CREST



MOON CREST



WATER CREST



LIFE CREST



DRAGON WARRIOR III™

ADVENTURER'S GUIDE

Following in his father's footsteps, the brave son of Ortega is committed to finding and destroying the Archfiend Baramos. His journey will take him to the far reaches of the known world—and beyond. Join him as he recruits a party in Aliahan.

THE WORLD OF DRAGON WARRIOR III

The Overworld in Dragon Warrior III is vast and varied. You can wander around at will, but to follow the most direct path to your journey's end, go to the map's numbered locations in the sequence indicated.

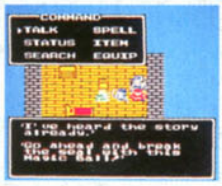


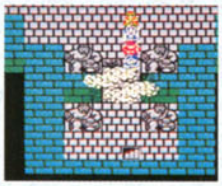
1. Castle Town of Aliahan
2. Village of Reeve
3. Forest South of Reeve
4. Cave on the Promontory
5. Tower of Najima
6. Shrine East of Aliahan
7. Cave of Enticement
8. Forest South of Romaly
9. Castle Town of Romaly
10. Village of Kanave
11. Village of Noaniels
12. Hidden Village of Elves
13. Cave West of Noaniels
14. Tower of Shanpane
15. Town of Assaram
16. Shrine of the Swamp
17. Castle Town of Isis
18. The Pyramid
19. Shrine Northwest of Romaly
20. Castle Town of Portoga
21. Cave of Norud the Dwarf
22. Town of Baharata
23. Cave East of Baharata
24. Shrine of Dhama
25. Tower of Garuna
26. Shrine at the Promontory of Olivia
27. Shrine South of Portoga
28. Shrine South of Isis
29. Village of Tedanki
30. Village of Lancel
31. Shrine of Liamland
32. Castle of Eginbear
33. Shrine at the Shoals
34. Village of Jipang
35. Cave of Jipang
36. Shrine West of Jipang
37. Village of Muor
38. Shrine of the Hobbit
39. Leaf of World Tree
40. Field (New Town)
41. Village of Soo
42. House of the Wizard of Greenlad
43. Shrine South of Greenlad
44. Tower of Arp
45. House of Pirates
46. Village of Luzami
47. Navel of the Earth
48. Shrine East of Samanao
49. Castle Town of Samanao
50. Cave Southwest of Samanao
- Phantom Ship
51. Shrine Jail
52. Crater
53. Cave of Necrogond
54. Shrine of Necrogond
55. Castle of Baramos
56. Castle of Dragon Queen
57. Great Pit of Giaga

YOUR ADVENTURE BEGINS IN ALIAHAN

Begin by recruiting a party to accompany you on your quest. Decide who to include by checking the chart and assessing potential members' individual strengths and weaknesses. Equip them with weapons, then set out to find the Thieve's Key. Talk to everyone you meet, and remember that people sometimes change their messages after dark.

OBTAIN THE MAGIC BALL

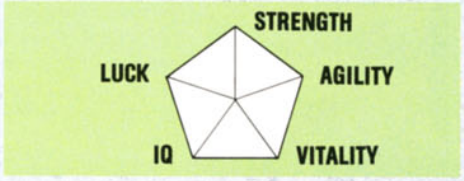




The Magic Ball opens doors. To get it, go to Reeve and Use the Thieve's Key to find the man who can make one. Use the Magic Ball in the Cave of Enticement.

PARTY MEMBER CHECK LIST

Weigh the advantages of each and select your party members carefully. The dotted lines on the diagrams below show how much growth characters can make in the different skill areas. Try to put together a winning combination.



PRIEST

A good defensive member to have, the Priest can heal others and attack indirectly.



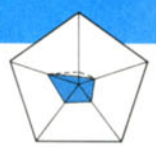
HERO

As the Hero, you are strong in battle and can Equip special weapons and cast unique spells.



WIZARD

Although he can use few weapons, the Wizard is great at casting strong attack spells.



SOLDIER

He can't cast spells, but the Soldier's HP grows quickly. He can also use most weapons.



MERCHANT

The money-hungry Merchant finds the most gold and is the only member who can Appraise.



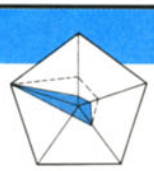
FIGHTER

He's strong, agile, and capable of making tremendous hits as his level goes up.



GOOF-OFF

His only virtue seems to be amusing others, but he does have one important use, as you'll see.



WAKE UP NOANIELS

Angry elves have cast a sleeping spell on the residents of Noaniels. To wake them, you must get Wake-Up Powder from the elves. They don't like humans and won't part with the powder unless you give them the Dream Ruby, which is hidden in a cave to the west of Noaniels. It's well guarded, so you'll have to use the spring in the second basement to restore the health of your party when it runs low.



The Dream Ruby lies hidden in a well-guarded Treasure Chest.



Use the Wake-Up Powder in Noaniels, then talk to everyone.



POISON NEEDLE

To pick up the Poison Needle, return to Kanave at night and enter the Item Shop's rear exit.

QUEST FOR THE GOLDEN CROWN

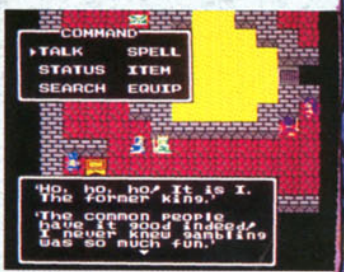
The King of Romaly won't consider you a real hero unless you retrieve his Golden Crown, which was stolen by Kandar. The thief fled to the Tower of Shanpane, but don't follow until you have reached Level 14 or 15. He waits at the top and you will have to fight as you climb. When you conquer him, he'll leave you a Treasure Chest containing the Golden Crown.



Put Kandar to sleep while you defeat his men, then fight him alone.

YOU ARE CROWNED KING!

You have better things to do than sit around and rule. Find the former king at the fighting ring and tell him that you're just not cut out for kinghood.



EXPLORE THE GREAT PYRAMID

The Pyramid is packed with enemies, and to make matters worse, magic won't work in certain areas. There are plenty of treasures to discover, so plan on making several trips to find everything. Be careful opening the Treasure Chests, though—some contain Man-Eating Boxes.

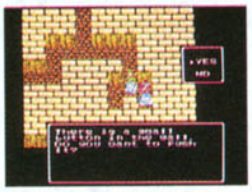


The Mummies have high Hit Power, so keep your strength up and use your men wisely.

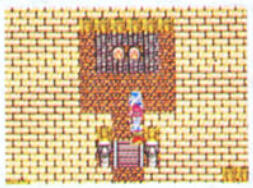


The Treasure Chests on the 4th Floor look inviting, but watch out for mummies!

OPEN THE SEALED WALL



Do you remember the children's song? Press the button on the lower right first, then the one on the lower left.



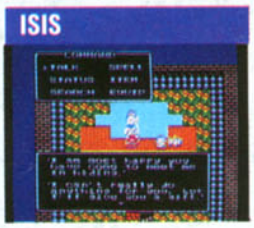
Return to the door after you press the buttons. Now you can enter and take your treasure.

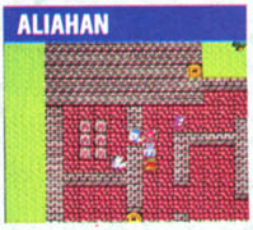
THE GOLDEN CLAW

The Claw is hidden in the Pyramid's second basement. Search in the area the photo shows to find stairs leading down.



OPEN LOCKED DOORS







Now that you have the Magic Key, go back and open the doors that you couldn't open with the Thieve's Key. You'll find wonderful treasures and get great new tips this time around. Wait until nightfall to visit Isis with your Key, then return during the day to talk to the Queen. She will give you the Wizard Ring. Talk to someone in Romaly for information about the ship. When you return to Assaram, you'll learn about the Cave of Norud.

THE QUEST OF PORTOGA: FOR THE LOVE OF PEPPER

The King of Portoga has a ship that he's not using, but he won't part with it until he tastes Black Pepper. Take the Royal Scroll he gives you to Norud, the Dwarf, who lives in a cave near Assaram. He will open a passage to the east.



Show Norud the Royal Scroll. He will clear the way and give you a few tips about finding Pepper in the area beyond.

A KIDNAPPED COUPLE AWAITS

The shop that usually sells Pepper has closed because the shopkeeper's daughter, Tania, is being held prisoner in a Cave nearby. What rogue would do such a thing? It's Kandar, and he's even stronger than before. If you free Tania and her friend, Galen, her grateful father will give you Pepper for the King.



TRADE YOUR PEPPER FOR A SHIP



Beat Kandar a second time, collect your Pepper, then return to Baharata. When you present the Black Pepper to the King, he will give you a ship in return. Being able to travel by ship will open whole new areas for exploration. Weigh anchor, hoist the main sail, and set your course for high adventure!





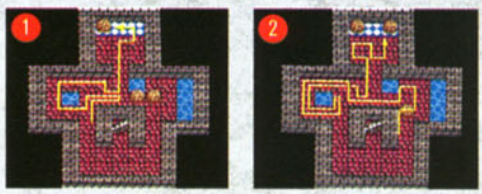


THE SEARCH FOR THE FINAL KEY

Your ship dramatically increases the number of places you can go and people you can meet. In fact, there are so many of both that it's confusing! Before your brain is completely boggled, search for the final Key. It's hidden in an underwater Shrine, but you'll have to visit Edinbear before you can bring it to the surface.

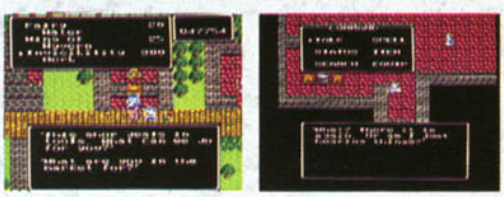
SOLVE THE PUZZLE

To open the basement door, you must solve the puzzle. Move the Blue Boulders correctly to open the door and find the Vase of Drought.



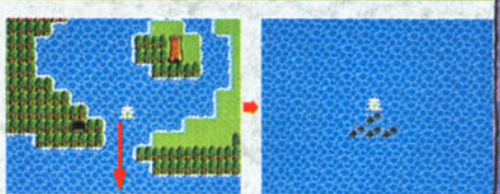
BUY THE INVISIBILITY HERB

In order to enter the Castle of Edinbear, you need the Herb of Invisibility. Buy it in the Village of Lancel.



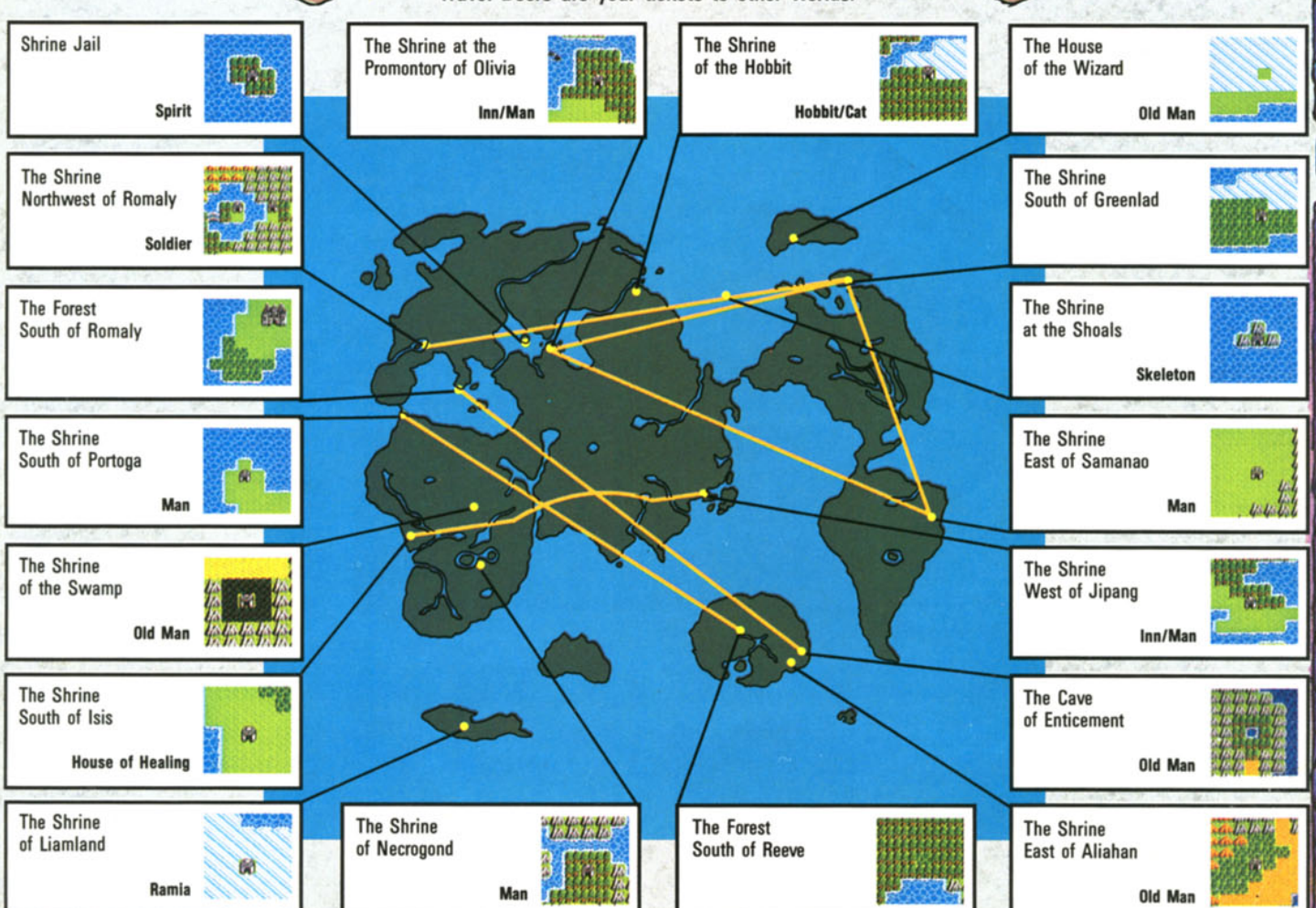
SHIP TO THE SHOALS

When you Use the Vase of Drought at the Shoals, the Shrine of the Shoals will rise to the surface. It houses the Final Key.



SHRINES & TRAVEL DOORS

Travel Doors are your tickets to other worlds.



CHANGING CLASSES

Although you can change classes at Level 20, we recommend that you wait until you reach at least Level 30. Consider carefully and save your game if you decide to make a change. That way, if you don't like the new group, you can restart with the party you had previously. Characters who change will lose their weapons and armor as well as half of their Strength, Agility and Intelligence. You can change classes only at the Shrine of Dhama.



The Man in the Shrine of Dhama will change any character's class.

CHALLENGE OROCHI

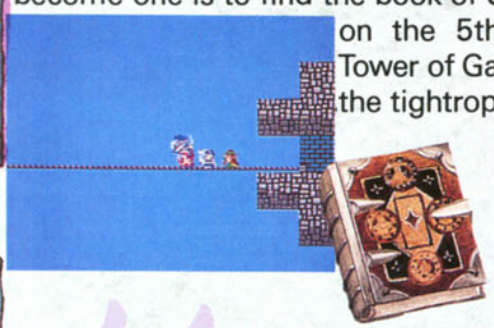
If you're at or above Level 23, take on Orochi in the Cave of Jipang. When you beat him, he'll drop his sword and run. Follow him to Himiko's room. If you attack her, she'll revert to her true form, that of Orochi. Beat him again to get the Purple Orb.



Looks can be deceiving! The first time you beat Orochi, he drops his sword and runs. The second time, he'll drop the Purple Orb.

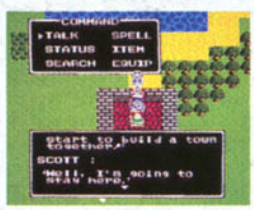
TWO WAYS TO BECOME A SAGE

The Sage is one of the most useful characters in the game, but you can't begin as one. One way to become one is to find the book of Satori, which is on the 5th Floor of the Tower of Garuna. Fall from the tightrope to a Treasure Chest to find it. With the book, any character can become a Sage.



HELP BUILD A NEW TOWN

An Old Man in a western Field wants to build a New Town, but he lacks a Merchant. Bring one from Aliahan, then visit the New Town from time to time. As it grows, the people tire of the greedy Merchant so they jail him. Talk to him in jail, then search his house for a valuable object.

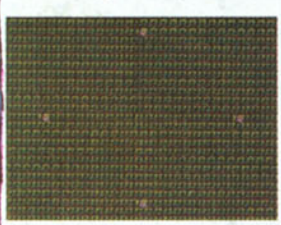




Recruit a Merchant for the Old Man, then return to the New Town now and then to see how it has grown.

SET SAIL FOR ADVENTURE

Because there are so many places to go, it's easy to miss important locations. You don't necessarily have to visit every site, but if you don't, you might miss items that are vital to your success. In out-of-the-way places you can find important things such as the Leaf of World Tree and the Phantom Ship. Keep looking—they're hard to find.



Like its predecessor, Dragon Warrior III has a Leaf of World Tree. Take the time to search for it on a small island.

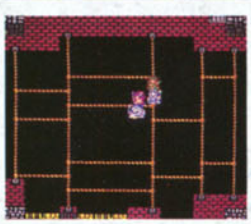
FIND IMPORTANT ITEMS IN TEDANKI





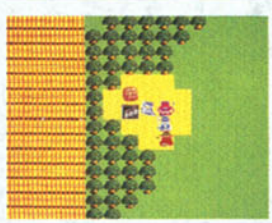
The Lamp of Darkness, which changes day to night, is in Tedanki. To find it, you must have the Final Key and search carefully. Visit the village during both day and night. The lone prisoner in the jail has information about the location of the Green Orb. Talk to him, then return at night to look for it.

THE ECHOING FLUTE



Look for this very useful item on the 5th Floor of the Tower of Arp. If an Orb is nearby when you use the Flute, its sound echoes.

THE RED ORB

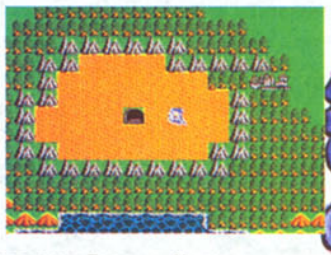


Push the stone east of the House of Pirates to uncover a stairway. Go down into the basement, use Echoing Flute, and search for the Red Orb.

TEST YOUR COURAGE

If you have the Final Key and are at Level 28, go to the Shrine north of Lancel. A prophet will offer a challenge. You meet his demands alone, so arm yourself with the Final Key and the Meteorite Armband.

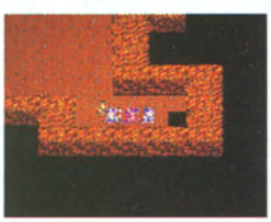




Leave your comrades at the door. Open every Treasure Chest, even though some release deadly monsters. When you beat them all, you will be well rewarded.

FIND THE MIRROR IMAGE

The Travel Door in the Shrine south of Greenlad leads to the Castle of Samanao. The King's guards immediately throw you into jail. Talk to the other prisoners to find out about a secret escape passage. Go to the Cave Southeast of Samanao, find the Mirror of Ra, and return to the castle.



Many chests in the Cave contain monsters. Fall through a hole in the basement to find the one with the Mirror.

THE KING'S TRUE IDENTITY

Wait until night falls to return to the castle. Climb to the top of the east tower, then jump over to the west. You will find the King asleep in his bedroom. Stand beside him and Use the Mirror. The Mirror reveals that the King is really a Troll. When you defeat the Troll, he leaves behind a Treasure Chest that contains the Staff of Change.







STAFF OF CHANGE

Return to the hidden Village of the Elves. When you were there before, they refused to sell you anything because you were human. Use the Staff of Change to become something else, then go shopping.



THE STORY OF OLIVIA AND SIMON

After you use the Staff of Change, give it to the Great Wizard at Greenlad. In return, he'll give you the Sailor's Thigh Bone, which will help you find the Phantom Ship. Board the ship, talk to everyone there, then search through the Treasure Chests until you find the Locket of Love.



SCOUR THE SEAS FOR THE PHANTOM SHIP

Because it sails aimlessly on an uncharted course, you never know where the Phantom Ship will be. When at sea, Use the Sailor's Thigh Bone to locate it. Check everywhere until you find it. The sailors' ghosts might have important tips, so be sure to talk to them.



USE THE LOCKET TO BREAK THE CURSE

As the Old Man on the Promontory of Olivia explains, the channel is cursed and therefore impassable. Although it looks clear, if you try to sail through, its currents push you back. To break the curse, enter the channel, and as it pushes you back, Use the Locket of Love. It will open the channel, allowing you to pass.





THE SWORD OF GAIA

Sail through the channel to the Shrine Jail. Talk to all objects until you encounter the Spirit of Simon. The Spirit will tell you where to look to find the Sword of Gaia. You must have the sword to continue your quest, so keep trying until you find it.



THE BRIDGE TO NECROGOND

When you reach the Volcano, face it and Use the Sword of Gaia. The angry mountain will boil and bubble and begin to spew lava, which forms a molten bridge leading to Necrogond. When the lava solidifies, cross the bridge to the Cave of Necrogond. The Cave is filled with hideous monsters, but at its end is the Shrine that houses the Silver Orb.



This wicked-looking Volcano is the one Ortega fell into after a fierce fight many years ago.

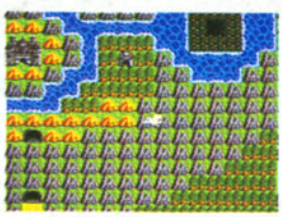
COLLECT VALUABLES IN THE CAVE



The Treasure Chests in the third basement hold two very valuable items. The Lightning Sword, which has the same effect as the Boom Spell, is in one. In another is the Swordedge Armor, which deflects damage aimed at you back to its sender.

RAMIA IS BORN

The Silver Orb completes your collection. Return to Liamland and the Chamber of the Egg. Place an Orb in each of the six pedestals, then wait. The legendary Ramia will appear before you. Ramia is your transportation to the Castle of Baramos.



Flying with Ramia is not only fun, it's also hassle free. You won't encounter any enemies in the air.

ARCHFIEND BARAMOS

The journey through the Castle of Baramos is treacherous and confusing. Find the Demon Axe along the way and Equip your soldier with it immediately. When you face Baramos, let your Hero and Soldier fight and use your other men to back them up with Spells.





Bad-Boy Baramos attacks several times each turn, and his Spells are the strongest you've ever seen. Good luck!

FINALLY, PEACE REIGNS . . . OR DOES IT?

You've done it. After many years of Baramos' tyranny, peace reigns supreme. You can now return to Aliahan victorious and receive thanks from a grateful King and accolades from peace-loving people. But as you describe your horrific battle to the King, a mysterious but somehow familiar voice interrupts . . .



Your quest is not complete, after all. Someone–or thing–worse than Baramos awaits!

TIPS FOR GAINING EXPERIENCE

#1

Metal Babbles yield the most experience points, but they try to run away before they're all beaten. If you have the Mage, use the Spell of BeDragon. If they don't flee after the first turn, you'll be able to beat them on the second.



#2

When Goopi is left to fight alone, he calls for reinforcements. Instead of leaving him for last, defeat most, but not all, of his friends. Knock Goopi off, then finish the rest of his cohorts. It's a great way to gather experience points.



#3

Use the Golden Claw or the Silver Harp to bring the enemies out of hiding. If you have the Claw, you will meet enemies with every step you take until you Discard it. The melodious sound of the Harp lures enemies out when you Use it.

SPHERE OF LIGHT

To get the Sphere of Light, you must return to the Overworld. Fly on Ramia to the Dragon Queen's Castle, which is blocked by mountains. You may have seen it earlier, but you couldn't reach it without Ramia. Go to her chamber and talk to her. She will grant your request for the Sphere of Light, the most important item in the game.

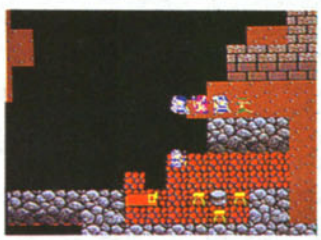




The Dragon Queen makes a great sacrifice by giving you the Sphere.

ENTER ANOTHER WORLD

To find the Master Archfiend, Zoma, you have to travel to his territory, a fearful, dark place. You may have to search all over the world to find its entrance. It is on an island that was previously empty, except for a strange looking pit. When you return, you will see a black pit.



The Great Pit of Giaga is now a suspicious dark hole.



WORLD OF DARKNESS

If you've played Dragon Warrior and Dragon Warrior II, you'll be familiar with this dark new world.

1. Port Town
2. Tantgel
3. The Cave Southwest of Tantegel
4. The Town of Hauksness
5. The Town of Cantlin
6. Garinham
7. The Village of Kol
8. The Cave South of Kol
9. The Town of Rimuldar
10. The Shrine of Holy
11. The Shrine of the Poison Swamp
12. The Cave Northwest of Tantegel
13. The Tower West of Kol
14. Rainbow Bridge
15. The Castle of Zoma



ALEFGARD: ANOTHER WORLD

It looks like Alefgard, but is it? You'll find out as you search for the three items that you must have before you challenge Zoma.

THE SWORD OF KINGS

The mighty Sword of Kings, which was made of Oricon, was shattered into tiny bits by the Archfiend. You will need the power of such a sword when you fight him. Find the horse east of Hauksness and search the area around it to find Oricon. Return to the Village of Kol and visit the shopkeeper, who was once a master swordsmith. Give him the Oricon and 22,500 pieces of gold, then leave. When you return, the Sword of Kings will be listed among the items for sale.

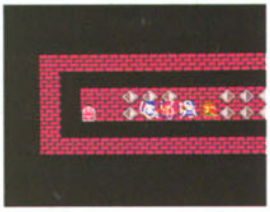




THE SHIELD OF HEROES

Another vital item is the Shield of Heroes, which is hidden in a cave northwest of Tantegel. The cave is small and it looks simple. You will soon find, though, that even small caves are tough without magic! Look for the Shield in the third basement.



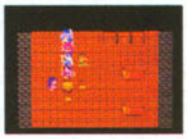


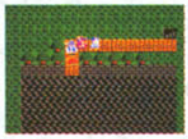
THE ARMOR OF RADIANCE

The Armor is the most difficult of the three items to acquire, so look for it last. It is somewhere within the Tower West of Kol, and reaching it is no cake walk. Instead, you'll find yourself walking on moving floors and evading numerous traps.

TREASURE HUNTING

As they were in the Overworld, important items are scattered around in most of the areas you visit. Be sure to Talk to everyone, Search everywhere and pick up everything you find.





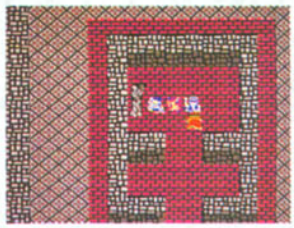
In Garinham, there is a house that has a false wall, just as it had in Dragon Warrior. Push through the north wall to find the Silver Harp.



The Ring of Life from the Treasure Chest in Rimuldar's Inn restores HP with every step.

RESCUE RUBISS

Rubiss stands in stony silence on the 5th Floor of the Tower West of Kol, but it seems that you can climb no higher than the 3rd Floor. Exit through the north opening. You'll end up on the ground floor before a stairway to the 5th Floor.



Free Rubiss' spirit by Using the Flute in front of her. The grateful spirit will reward you with the Sacred Amulet.

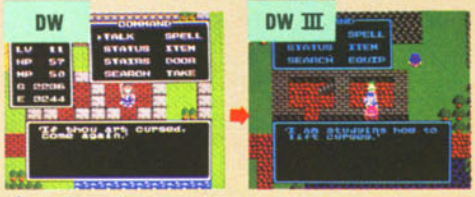


FIND THE FAIRY FLUTE

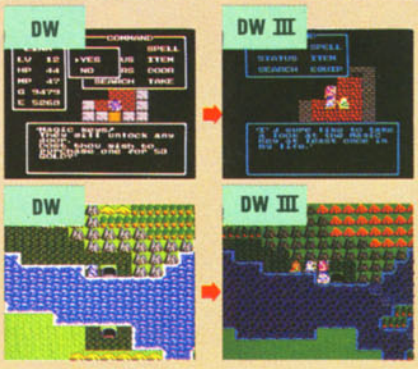
If you've finished Dragon Warrior, you know where to find the Fairy Flute. Search for it four steps south of the fountain in the Village of Kol. Use it to free Rubiss.

WHAT'S DIFFERENT ABOUT THIS DAY'S ALEFGARD?

The characters you meet in Alefgard this time are the ancestors of those you met in Dragon Warrior (DW), so this day's child might be Dragon Warrior's adult. How does that change things?



In DW, the Priest in Tantegel breaks a critical curse. In DW III, he's a young child just learning about spells.



Rimuldar's Keyshop Master sells the Magic Key in DW, but in DW III, he's just thinking about building a Keyshop.

In DW, you found a secret tunnel under the channel. In DW III, the tunnel isn't finished yet.

BUILD THE RAINBOW BRIDGE

You no longer have Ramia to take you to Zoma's remote castle, so you'll have to build a bridge in order to reach it. In this case, you're building a Rainbow Bridge with the Rainbow Drop, which has three important ingredients: the Stones of Sunlight, the Staff of Rain, and the Sacred Amulet.

STONES OF SUNLIGHT

This time, the Stones are inside Tantegel Castle. Use the hidden Stairs in the kitchen.

+

STAFF OF RAIN

The spirit in the Shrine of the Poison Swamp near Cantlin will give you the Staff of Rain.

WITH

THE SACRED AMULET

When you free the Spirit of Rubiss, she gives you the Sacred Amulet.

RAINBOW DROP



Take the items to the Old Man in the Shrine South of Rimuldar to get the Rainbow Drop.

IT'S TIME TO TACKLE THE MASTER ARCHFIEND, ZOMA

Use the Rainbow Drop in a spot northwest of Rimuldar, but first, fill your HP and MP to the max. Don't expect to get all of the way through the Castle in one trip! It is a very long journey with many confusing twists and turns. Save your MP as long as possible, and Use the Sage's Stone when necessary if you have it. Return to Rimuldar to replenish HP and MP when they run low. You'll need strength when you meet Zoma!

ZOMA: THE ULTIMATE CHALLENGE

In the 6th Basement stands Zoma, flanked by three bodyguards, King Hyra, Baramos Bomus and Baramos Gomus. It's wise to put Zoma to sleep and get rid of his henchmen before taking him on. When it's down to you and Zoma, begin by using the Sphere of Light, which reduces his HP by one half. You will find that attack spells are wasted on him, but healing spells actually damage him. Use healing spells on yourself to keep your energy up, and fight for the ultimate victory!

KING HYDRA





BARAMOS GONUS

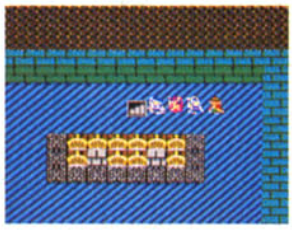


BARAMOS GONUS



FIND THE HIDDEN STAIRWAY

There is only one path to the basements below, and its opening is hidden behind the King's throne. Walk behind the throne and Search carefully. Take a deep breath and steady your nerves–you are embarking on the most dangerous journey yet!





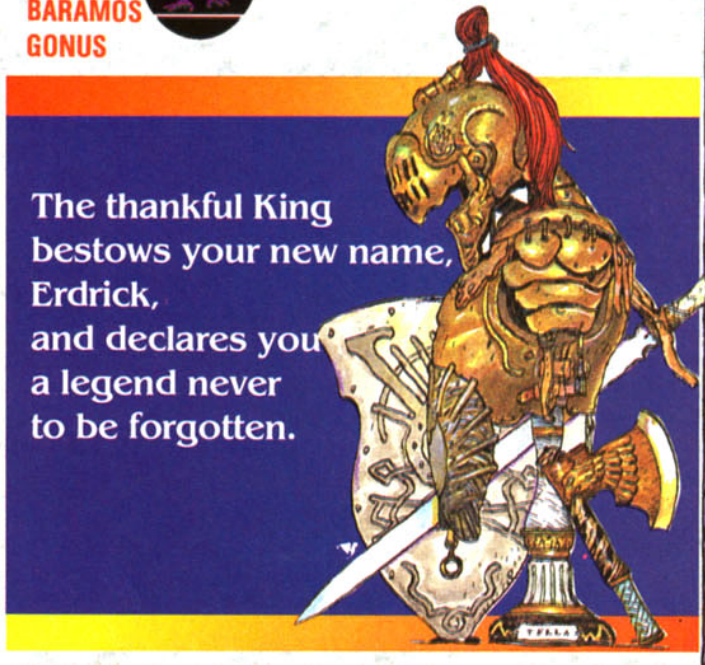
UP AND DOWN, ROUND AND ROUND

The 3rd Basement is a nightmare. The rotating floors seem impossible! Watch for a pattern in the way the floors rotate, and change the direction to suit your needs by pressing the Control Pad arrows. Press up on the Control Pad from the place shown on the photo, then you'll reach stairs to the next floor.

IT'S ORTEGA!

In the 5th Basement, you come upon someone fighting a monster. It's Ortega! He fights valiantly but, alas, loses. At last, you know what his unfortunate fate is.





Many years ago, the kingdom of Aliahan ruled the world. Although its former influence has diminished, its people lived in peace. That is, until the rise of the Demon Lord Baramos... The kingdom's great hero Ortega embarked on a journey to defeat Baramos, but was said to have perished from plunge into the maw of a volcano.

Over a dozen years later... A single youth strides purposefully into the castle of Aliahan. The youth is the hero Ortega's only child. The king, recognizing the youth's determination to succeed the fallen father, commands, "Defeat the Demon Lord Baramos."

You are the young hero of Aliahan. Assemble a team of trusted companions for a spectacular quest to save the world from the terrors of the Demon Lord Baramos. Let the adventure begin!



Released on December 6th, 1996 for the Japanese Super Famicom (SNES), this is a remake of Dragon Warrior 3.

This game is far more advanced than its predecessors from the series. In Dragon Quest 3 your party consists of 4 members. This time you not only choose their names, but also which class of character they shall be. You can select from the strongest Warriors or Fighters, the brightest Mages and Sages, and even the most noble Clerics to join your party. This version also added a Thief as a character class.

The game begins with a flashback of a battle between your father, Ortega and a monstrous dragon. The hero then wakes up on his 16th birthday to be greeted by his mother, who reminds him of his meeting with the king of Aliahan Castle. After receiving your blessings from the king, you then proceed to recruit party members. There are several classes to choose from, and you may want to choose either a Warrior or Fighter, a Cleric, and a Mage. You also might be interested in trying out the Thieves, which are new to this version of the game. The Warriors can be equipped with more weaponry and armor than the Fighters, but both characters are strong so it is a personal choice between the two. You will want a Cleric for healing spells, and a Mage for their mastery in fighting spells.

After you choose your party members, the adventure begins. As in Dragon Quest 2, you usually fight multiple monsters at a time. The amount of enemies you face per battle varies from 3 or 4, to as many as 7 or 8 at a time. You will want to make sure you have several battle strategies determined to make your party more successful when fighting. Each of your characters has their own strengths and weaknesses that you will learn during combat. Since you are fighting so many monsters at once, you will be able to obtain more gold to supply your party with upgraded weapons and armor when the time comes. Dragon Quest 3 also introduces a vault where you can store gold and extra items. That way if you are defeated in battle your gold will always be safe when stored in the vault.

Dragon Quest 3 is a prequel to the original Dragon Quest title, and is a much larger adventure. It has more places to visit than the first two Dragon Quest games combined. You will travel to many different castles, towns, caves, towers, and shrines throughout your journey. The game consists of nearly 160 of the most ferocious creatures the series has seen. It also has a wider variety of spells, some which can be very devastating to you and your opponents. Your party can also be equipped with some of the finest weapons, armor, and shields you can find. However with finely crafted equipment comes higher prices, therefore you will spend quite some time battling the many monsters throughout the game to obtain thousands and thousands of pieces of gold. With all of the enemies you will encounter, all of the places you will visit, and all of the training your party will need to become strong enough to defeat Baramos, you can count on a lengthy, but very exciting journey full of plots, storyline twists, and challenging puzzles to keep you on the edge of your seat. Dragon Quest 3 is one of the greatest titles produced from this legendary franchise. Along with Dragon Quest and Dragon Quest 2, it completes one of the greatest trilogies ever of any RPG series. You are never too young or too old to enjoy the legend known as Dragon Quest 3.



 Hero	The Hero is the supreme warrior of Dragon Quest 3. He can equip himself with most of the strcngest armor, helmets, shields, and weapons. He is a user of magic, and even has a few powerful spells that are not known by the Mage or Cleric.
 Warrior	The strongest member of your party, however his disadvantage is :hat his strength is all he has. The Warrior does not know any magic, and is very slow. His attack and defense power are the best in the game. Hɜ can equip himself with most weapons and armor like the hero.
 Cleric	The Cleric knows many spells, but specializes in healing types. Though not as strong as the Hero or Warrior, the Cleric is still a very good fighter. He cannot be equipɔed with as much armor and weaponry, but what you can equip him with is more than enough.
 Mage	The Mage is very weak in terms of attack and defense power, bɹt he makes up for that with his superior knowledge of magic, particular fighting spells. The Mage is very limited in terms of which weapons and armor he can be equipped with.
 Fighter	The Fighter is not as strong as the Warrior, but he is very cheap to buy for because there is a limited amount of weapons and armor he can be equipped with. He is much more agile than the Warrior, and gains experience a little faster. The Fighter also does not know any magic.
 Dealer	The Dealer is excellent at finding gold and items after you defeat an enemy. He can also appraise a weapon or item instantly. He has average strength, poor attack power, and no knowledge of magic. A dealer is needed to start up the New Town, but you can just sit one of your party members at the tavern for a little bit while you drop off a dealer there.
 Thief	Thieves have high agility, and have the ability to steal during battle. Their few spells are all very helpful, from Smell, which tells you how many treasures are lefi in the area, to TipToe, which lowers your random encounter rate. They are also the only character class that can use some of the powerful whips in the game, which attack not only a single monster, but an entire enemy group.
 Jester	The Jester should only be brought along when your party is very strong. They are useless in battle, and cannot be equipped with most weapons or armor. They are to be brought along for fun, or to turn into a Sage. The Jester is the only class that you can turn into a Sage without thɜ Zen Book. You just have to wait until they are at level 20.
 Sage	The Sage can cast both Cleric and Mage spells, however no person may start as a Sage. You have to find the Zen Book, which is located in the tower of Garunda noth of Dhama, to turn a member into a Sage after they are at level 20. When you are stronger in the game you can bring along a Jester and turn them into a Sage at level 20 without the Zen Book. You will also find a Zen Book in Rimuldar.

Monster	HP	Gold	EXP	Special	Treasure
 Almiraj	20	8	14	Sleep	Leather Hat
 Antbear	50	25	110	-	Medical Herb
 Anteater	13	4	12	-	Leather Hat
 Archmage	130	140	2850	Paralysis Attack, Explodet, Revive	Staff of Reflection
 Army Crab	28	12	35	Calls for help	Traveler's Clothes
 Avenger	115	42	940	Brutal Hit	Iron Axe
 Babble	10	8	16	Poisonous Attack	Antidote Herb
 Balrog	93	80	3270	Defeat	Magic Hat
 BaraBomus	1100	450	13500	Explodet, Non-Magical Fire Attack	Sorrow Shield
 BaraEvil	900	150	7300	Non-Magical Ice Attack, Explodet, Blazemost	Mystic Nut
 BaraGonus	3000	115	14300	Attack 2X Per Round	Sword of Destruction
 Baramos	2500	-	65535	Explodet, Panicall, Blazemost, Disperse, Intense Flames	-
 Barnabas	58	52	235	Stopspell, Healmore	Traveler's Clothes
 Bighorn	75	68	353	Sweet-breath	Holy Water
 Big Shroom	24	18	39	Sweet-breath	Holy Water
 Bliss Bird	90	85	980	Healus	Pachisi Ticket
 Blue Beak	60	32	372	Infernos	-
 Bomb Crag	500	105	660	Sacrifice	Life Stone
 Boss Troll	1500	105	2500	Defense, Brutal Hit	Strength Seed
 Bruin	90	55	440	Increase	Strength Seed
 Butterfly	12	4	9	Surround	Wings
 Cannibox	120	60	137	Sweet-breath, Brutal Hit	-
 Carnimoth	26	15	55	Calls for help, Surround, Poisonous Attack	Poison Needle
 Catapila	50	12	35	Increase	Medical Herb
 Cat Fly	40	20	65	Stopspell, Parry	Plush Suit
 Catula	35	35	135	Calls for help	Plush Suit
 Crabus	50	45	290	Brutal Hit	Shell Armor
 Curer	50	38	278	Healmore	Stamina Seed
 Dark Troll	700	63	3700	Twinhits, Brutal Hit	Smart Book
 Darth Bear	150	130	2080	Brutal Hit	Agility Seed
 Dead Hound	42	20	95	Calls for help, Surround	Life Nut
 Deadstool	40	40	92	Heal, Icebolt	Wings
 Demonite	70	45	100	Breathes cold, Defeat, Explodet, Sacrifice	Wizard Ring
 Demon Sword	300	52	2800	Paralysis Attack, Multiple Attacks Per Round	2-Edged Sword
 Deranger	80	48	343	PanicAll, Healmore	Pachisi Ticket
 Devil Mage	350	210	4300	Defense, Explodet, Healall, Revive, Stopspell, TwinHits	Wizard Ring
 Dragon	133	107	2600	Calls for help, Spews fire	Stamina Seed
 Druid	35	35	82	Infernos	Luck Seed

Monster	HP	Gold	EXP	Special	Treasure
 Echidna	21	7	12	-	Medical Herb
 Eliminator	120	53	376	Stopspell, Brutal Hit	Chain Sickle
 Evil Crab	225	80	2500	Increase, Sleep, Upper	Giant Shears
 Evil Mage	134	85	1650	Blazemore, Blizzard, Healall, Panicall, Sleep	Yggdrasil Leaf
 Executer	52	36	150	Brutal Hit	Poison Needle
 Flamepede	66	35	72	Breathes fire	Wisdom Seed
 Froggore	15	5	12	-	Medical Herb
 Garuda	60	71	220	Firebane	Pachisi Ticket
 Gas Cloud	25	14	35	Blaze	Stamina Seed
 Gate Guard	700	130	8600	Brutal Hit	Angry Tattoo
 Ghoul	170	48	1270	Calls for help	Cloak of Evasion
 Goategon	70	50	297	Slowall	Strength Seed
 God Dragon	7224	-	50000	Blasts blizzards, Chew, Enormous flames, Flop, Icy Pulse, Sleep stare, Two turns, Explodet	-
 Goldman	210	1023	390	-	Golden Claw
 Goopi	70	78	720	Calls for help	Iron Claw
 Great Beak	48	44	175	Attack 2X Per Round	Wisdom Seed
 Grizzly	110	65	523	Brutal Hit	Strength Seed
 Grand Titan	423	150	2500	Attack 2X Per Round	Thor Sword
 Healer	30	8	24	Heal	Strength Seed
 Heat Cloud	37	28	105	Breathes fire	Luck Seed
 Hell Armor	61	57	315	Brutal Hit	Iron Armor
 Hell Crab	40	23	78	Increase	Bronze Shield
 Hell Nite	130	73	1190	Attack 2X Per Round, Paralyze Attack	Agility Seed
 Hologhost	85	42	1040	Beat, Defeat	Pachisi Ticket
 Hork	98	15	120	-	Clothes
 Horny Hare	10	3	8	-	Medical Herb
 Hunter Fly	30	25	98	Firebal	Cloak of Evasion
 Hydra	150	95	3090	Spews fire, Two turns	Yggdrasil Leaf
 Ice Cloud	137	68	1070	Blizzard Attacks, SnowStorm	Pachisi Ticket
 Ice Dragon	160	90	440	Blizzard Attacks	Life Nut
 Ice Man	140	74	405	Blizzard Attacks, Sweet-breath	Magic Hat
 Jellyfish	67	38	180	Calls for help	MoonHerb
 Jewelbag	53	1023	10	Strange dance, Three turns, Defense, Panicall, Slowall, Surround	Flashy Suit
 Kandar	300	-	2200	Brutal Hit	-
 Kandar	700	-	4800	Brutal Hit	-
 Kandar Goon	60	-	80	-	-
 Kandar Goon	120	-	100	Healmore, Defense	-
 Kill Armor	70	80	418	Defense	Steel Armor

Monster	HP	Gold	EXP	Special	Treasure
 Killer Ape	40	45	170	-	Wings
 Killer Bee	25	13	26	Paralysis Attack	Full Moon Herb
 King Hydra	1600	360	12200	Spews fire, Always attacks twice	Dragon Mail
 King Squid	135	90	355	-	Life Nut
 King Toad	38	23	70	Sleep	Spiny Whip
 Kong	95	68	432	Calls for help	Life Nut
 Kragacle	450	160	2090	Attack 3X Per Round, Brutal Hit	Life Nut
 Lava Man	60	61	417	Breathes fire, Spews fire	Yggdrasil Leaf
 Leona	140	90	2780	Blizzard, Healall	Sorrow Shield
 Lion Head	115	98	1350	Stopspell, Firebane	Sorrow Shield
 Mad Condor	100	71	367	Disperse	Pachisi Ticket
 Mad Hound	40	14	53	Defense	Wisdom Seed
 Mad Ox	60	45	162	Firebal	Leather Shield
 Mad Pecker	55	37	228	Defense	Agility Seed
 Mad Raven	25	22	45	Attack 2X Per Round	Agility Seed
 Magician	23	10	20	Blaze	Holy Water
 Magiwyvern	100	125	2240	Bounce, Panicall, Healall	Magic Hat
 Manabat	28	18	29	StopSpell	Knife
 Mantigore	160	120	3060	Infermost, Blazemost, Bounce	Sorrow Shield
 Merdane	60	58	263	Icebolt, Healmore	Leather Hat
 Merking	120	110	1590	Calls for help, SnowStorm	Magic Bikini
 Merman	54	48	240	Defense	Strength Seed
 Metabble	6	10	40200	Firebal	Lucky Shoes
Metaly	4	5	4140	Blaze	Agility Seed
 Mimic	240	110	735	Attack 2X Per Round, Robmagic, Sleep, BlazeMore, Beat	Demon Axe
 Minidemon	80	89	587	Breathes cold, BlazeMore	Misery Helmet
 Metal Wyvern	150	50	9000	Blasts blizzards, Icy air	Luck Shoes
 Mummy	55	36	82	Calls for Help	Holy Water
 Mummy Man	52	25	73	Brutal Hit	Pachisi Ticket
 Mystifier	42	55	128	Surround, Panicall	Pachisi Ticket
 Old Hag	70	63	463	Healmore, Firebane, Disperse	Invisible Herb
 Orochi	1800	-	2080	Spews fire, Always attacks twice	Orochi Sword
 Orochi	2000	1000	8040	Breathes fire, Spews fire, Always attacks twice	-
 Phoenix	429	150	3700	Disperse, Healus	Yggdrasil Leaf
 Putregon	374	53	3500	Breathes cold, Icy air	Strength Seed
 Putrepup	54	15	29	Slowall	Life Nut
 Raven	10	3	6	-	Medical Herb

Monster	HP	Gold	EXP	Special	Treasure
Red Slime	6	2	8	-	Medical Herb
 Rogue Nite	55	30	68	Brutal Hit, Calls for help	Copper Sword
 Salamander	200	180	6000	Intense flames	Strength Seed
Sea Slime	44	35	197	Increase	Wings
 Shadow	70	31	743	Snowstorm	Spiny Whip
 Shadower	?	?	?	?	Traveler's Clothes
 Shaman	93	50	358	Calls for help, Healmore	Luck Seed
 Skeletor	75	68	843	Always attacks twice, Defense	Steel Sword
 Skullgon	200	78	2350	Icy air	Strength Seed
 Sky Dragon	80	180	800	Spews fire	Life Nut
Slime	8	2	4	-	Medical Herb
 Snaily	20	28	210	Calls for help, Icebolt, Sleep	Cypress Stick
 Sting Moth	40	35	165	Paralysis Attack	Full Moon Herb
 Sting Wasp	12	6	14	Calls for help	Luck Seed
 Stone Man	195	82	1780	Brutal Hit	Terra Armor
 Swordoid	170	87	3180	Brutal Hit, Always attacks twice, Healmore	Frost Blade
 Tentacles	200	120	1280	Attack 2X Per Round	Fighting Suit
 Toadstool	30	20	56	Sleep hit, Sweet-breath	Wings
 Tortolord	120	120	1420	Spews fire, Bounce	Luck Seed
 Tortragon	68	88	652	Sweet-breath	Iron Helmet
 Trick Bag	40	350	5	Slowall, Increase, Stopspell, Heal, Surround	Stamina Seed
 Troll	250	105	1030	Brutal Hit	Club
 Troll King	250	120	3050	Disperse	Thor Sword
 Vampire	35	25	61	IceBolt	Luck Seed
 Venom Hork	80	25	368	Calls for help, Poison-breath	Antidote Herb
 Venom Toad	25	9	20	Poison-breath	Antidote Herb
 Venom Worm	35	20	47	Poison-breath	Antidote Herb
 Vile Shade	130	77	1710	Sweet-breath, Beat	Life Stone
 Voodoo Man	120	95	673	Calls for help, HealMore, RobMagic, Vivify	Yggdrasil Leaf
 Voodoo Wiz	150	105	1930	Breathes fire, Blazemost, Increase	Moth Powder
 Wild Ape	60	30	60	Brutal Hit, Calls for help	Strength Seed
 Wing Demon	125	90	2490	Blazemost, Healus	Sword of Temptation
 Witch	54	52	305	Firebane, Healmore	Invisible Herb
 Wyvern	80	75	1780	Breathes fire, Brutal hit, Spews fire	Wings
 Zoma	6775	-	-	Blasts blizzards, Icy Pulse, Two turns, Blizzard, Bounce	-
 Zoma	4864	-	-	Blasts blizzards, Hurt by HealAll, Icy Pulse, Two turns, Blizzard	-

If you have any questions you would like answered, or anything to add to this page please send an email.

1. Which classes should I choose for my other party members? That is really up to you, although the game does recommend Fighter, Cleric, and Mage. You could also substitute a Warrior for the Fighter. There are other classes you may be interested in, so it is good to experiment.

2. Where do I find the Thief Key? In Najimi Tower, the Old Man at the top of the tower gives it to you.

3. Where is the Magic Ball? Talk to the Old Man inside of the NE house in Reeve, you need the Thief Key first to enter.

4. Where do I use the Magic Ball? Take it to the Cave of Enticement, you will use it directly south of the Old Man at the entrance.

5. Where do I find the Crown that the King of Romaly is asking for? In Shampane Tower, you have to defeat Kandar to obtain it.

6. How do I wake up the sleeping village of Noaniels? First you need to obtain the Dream Ruby, which is in the cave directly south of the Elf Village, then the Queen Elf will give you Wakeup Powder to wake up the people of Noaniels.

7. Is it possible to buy items at the Elf Village Item Shop? Yes, you need to use the Change Staff first, then go to the item shop. They sell Wizard Rings there, buy as many as you can because you eventually have to trade away the Staff of Change, and once you do that you will no longer be able to buy items there. See the map for other items that are sold there. Toward the very end of the game you can find more than one Change Staff in the 5th Pachisi Board, when you search various grassy areas.

8. Where is the Magic Key? Inside of the Pyramid.

9. What is the order in which I must press Pyramid buttons? Left button on the East side, then Right button on the West side, then Left button on the West side, followed by Right button on the East side.

10. What does the Ruby Ring do? It gives the character a Vain personality.

11. How do I get to the other side of the cave east of Ashalam? You have to go to Portoga first and obtain the King's Letter, then take that to the dwarf named Rinod in that cave for passage to the east.

12. I am lost in the Kidnapper's Cave, where is Kandar? Check the map for the entrance to his area, it is in the southern part of the cave. There is also a lot of treasure in the northern area.

13. I don't like the names I picked for some of my characters, can I change them? Yes you can, when you reach Dharma you have that option. Talk to the lady on the outside of the castle, NW area.

14. I arrived at a village and spent the night at the Inn, and the next day the village was destroyed and empty, what happened? That would be Tedanki, the village was destroyed by the archfiend Baramos long ago, however the residents of the village appear as apparitions at night.

15. Where are all of the Orbs at? Check the Orb Locations page for locations of each orb.

16. Where is the Zen Book at? In Garuna Tower, see the map for details as there are many dead ends throughout the tower. In the lower left hand corner of the map you will see an area with long rope marked by a letter S. You need to walk on the rope and fall off around that area to be taken to a chest holding the Zen Book. There is also a second Zen Book much later on in the game inside of a Dragoar in the town of Rimuldar.

17. Which classes should I change my characters to? That is up to you as there are many classes to choose from. You may want to change your Mage to a Warrior/Fighter, or vice versa. One class you will want to change to for sure is the Sage, which can be done after finding the Zen Book.

18. A monster sent one of my party members away during battle, how do I get them back? Go back to Ruida's Tavern where you register party members and he/she will be waiting there. All of the items that they were not equipped with will be in your bag.

19. How do I get past the guard at Edinbear Castle? Use an Invisible Herb, which you can buy at Lancel. Purchase at least 2 of them so you can see Edinbear during the day and night, but you will need to purchase more if you plan on returning to Edinbear later. Your Mage will also learn an Invisible Spell at level 33.

20. What is the purpose of the Thirsty Pitcher that I found in Edinbear? You use it to find the Final Key.

21. Where is the Final Key at? After you found the Thirsty Pitcher by solving the rock/boulder puzzle in the dungeon of Edinbear, return to Alahan and then sail directly south. You will eventually come across a group of Shoals in the ocean. See the location on the World Map, it is NE of Muor, marked by #57 on the map. Use the Thirsty Pitcher there to open a Shrine which holds the Final Key. This is the last key you find in the game, and it will open every locked door.

22. I encountered a man in a small field of grass who mentioned that he wanted to build a town and needed a Dealer, what is this all about? He wants to start a town, and this is not optional, you will see why as the town progresses. You need to leave a dealer there and then keep checking back periodically, and you will see the town grow and expand. Make sure you take a brand new Dealer from Ruida's because you will never get this party member back, and it does not matter what level they are on. You can leave one of your regular party members in Ruida's temporarily when you pick up the Dealer. See this World Map for location of the New Town. It is marked with #51 on the NE part of the map. The easiest way to get there is to sail West from Portuga. You can also check the Town and Castle Maps page to see the way the New Town changes over the course of the game.

23. How do I find this Ghost Ship that people are talking about? You need the Sailor's Bone first, which is located in a small house on Greenland. However the man in the house will not give you the Sailor's Bone until you give him the Change Staff.

24. Where is the Yggdrasil Leaf? See the World Map, it is marked by the letter A. It is in the forest NW of Muor, and South of the Hobbit Shire. The Leaf is directly in the center of 4 mountains. You can only find 1 there at a time, but after using it there will be another at the same location. There is also a Yggdrasil Leaf in Zoma's Castle, and the Kol Pachisi Track. Finding those will allow you to hold several leaves at once.

25. Where is the Change Staff? You get it after you defeat the false King of Samanosa. You must reveal his true form by sneaking into his bedroom and using the Mirror of Ra.

26. Where is the Mirror of Ra? In the Cave of Ra, see the map for location as there are many traps and dead ends in the cave.

27. How do I get into that area where my ship keeps getting pushed back? That would be Cape Oliea, see the World Map for location, it is marked by #55. To enter this area by ship you first need the Lovely Memories, which are on the Phantom Ship. You use them as an item in the part near the Shoals right after your ship gets pushed back.

28. Where is the Gaia Sword? In the Shrine Prison, search the area near Simon's corpse.

29. Where is the area at where I am supposed to throw the Gaia Sword into? The best way to get there is to Return to Ashalam, then sail south until you see mountains, then turn right and you will see a Volcano. Check the World Map for location.

30. I have encountered a Spring in which I keep dropping my weapon into, what is going on there? That would be the Aurheas Fountain, which is NE of Muor by ship. Be honest with her when she asks you questions, and you will get small gifts.

31. Where is the Thunder Sword? Deep within the Necrogonds Cave. See the map for directions on getting to it, along with the Blade Armor.

32. Where is the Dragon Queen at in her castle? The entrance to her room is sort of hidden when looking at it from inside the corridor. Check the map for her location.

33. What am I supposed to do with the Light Orb that the Dragon Queen gave me? You wont use it for awhile until you face Zoma. It will weaken him in battle, and is needed since he is very powerful.

34. Where am I supposed to go to fight this Zoma character, who appeared in Alahan making threats after I defeated Baramos? Go to Gaia's Pit, which is directly to the right of Baramos' Castle. You will see that it has opened up and 1 of the guards fell in it. Jump in the pit and you will be taken to the Dark World.

35. Can I summon Ramia in the Dark World? No, Ramia is not available in Alefgard.

36. Is there an in-game World Map for Alefgard? Yes, talk to the man at the very top of Ludatorm Castle, and he will give you the map.

37. Where is the Sun Stone? It is inside of Ludatorm Castle, just not in the dungeon. It is located in a chest of a room upstairs from the kitchen, the entrance is hidden. See the map for location.

38. Where is the Hero Shield? In one of the treasure chests on the last level of the Scar of the Demo.

39. Where is the Silver Harp? It is in Garin's House, directly to the east of a treasure chest. See the map for details.

40. Where is the Fairy Flute? 10 steps south of the bath in Kol.

41. Where is the Orichalcum? Search the grassy area where the horses are in Domdora.

42. What do I do with the Orichalcum? Sell it to the merchant in Kol, on the upper level who was originally from Zipangu. He will pay you 22500 Gold for it, and he will use it to make a King's Sword. Then save your game, reset it, and go back to him and you can purchase the King's Sword for 35000 Gold.

43. Where is the Rain Staff? In a Shrine that is south of Mercado.

44. Where is the Light Armor? In Rubios' Tower, check the map for location.

45. How do I walk on those rotating floors of Rubios' Tower? Click Here for a picture and description of how to move on these types of floors.

46. How do I get to the top floor of Rubios' Tower? There is in area where you need to fall down to reach a certain room in the floor below you, which has staircases to take you up to the top floor. Check the map for directions. When you reach Rubios' statue you play the Fairy Flute to break her seal, and she will give you the Sacred Talisman.

47. Where is the Life Ring? There are 2 that you can obtain in the game. The easiest is in Rimuldar, and there is another in the Kol Pachisi Track.

48. How do I gain access to Zoma's Castle? After you find the Sun Stone in Ludatorm Castle, the Rain Staff from the Spiritual Shrine, and the Sacred Talisman from Rubios' Tower, you take all 3 to Shrine of Honor, which is south of Rimuldar by ship. The Priest will give you the Rainbow Drop, which you then use to create a bridge west of Rimulder to lead to Zoma's Castle.

49. I am stuck on the first level of Zoma's Castle, where do I go? There is a secret staircase to the next level hidden behind the throne. See the castle map for details.

50. I defeated Zoma, is that the end of the game? Actually no it is not, there is a bonus dungeon that you can access after you finish the game. When the credits end, reset the game and go to the Dragon Queen's Castle. Walk to the northern area of the castle where the sunlight is coming in, and you will be transported to the bonus dungeon.

51. Can I play the game without the Hero? Yes, after you defeat Zoma you can leave the Hero at Ruida's Tavern is you desire.

52. What do I get for answering all of the riddles from the men in Zenithia Castle? There are a total of 3 riddles, and you will get a Beast Claw, Dark Outfit, and another Sage's Stone. See the Bonus Dungeon Map for location of all of these items.

53. Is the Bonus Dungeon supposed to be this hard, or am I just at a low level? The Bonus Dungeon has the most strongest monsters in the game, and they are even more difficult the deeper you venture in. There is a good chance that you will have to level up for awhile before you are strong enough to make your way through the entire dungeon.

54. What is the wish that the God Dragon will grant? If you defeat it in 35 turns or less the God Dragon will grant you 1 wish. The choices are a new Pachisi Track which is the largest of any in the game, it will appear in a well in Zipangu if you choose this option. 2nd choice is reviving your father Ortoga, who will be waiting for you in Alahan. 3rd choice is reading the Naughty Book, which changes your character's personality.

55. Is it possible to get more wishes if I defeat the God Dragon again? Yes, after you make your choice you can get another wish if you defeat God Dragon again, but it will have to be in 25 turns or less. Then you can get the 3rd wish if you defeat it within 15 turns.

Tips

- Use Alahan as your main base of operation since it has your house where you can sleep at for free, along with the Medal King's house, and Ruida's Tavern which also has an easy save location inside, and the Vault.

- Remember to store Gold often in the vault located in Alahan. That way if you are defeated in battle your gold will always be safe when stored in the vault.

- Make sure you register your characters at the Hall of Registration first, which is upstairs from Ruida's Tavern.

- There are many items hidden in areas throughout the towns, castles, shrines, towers, and dungeons. Some areas are not very obvious that something is hidden. You may want to check the maps after you visit each area to make sure you did not miss a hidden item like a Small Medal, Pachisi Ticket, Seed, or even Gold. Also try using the Thief Class to locate hidden items.

- Be sure to take plenty Medical Herbs with you when venturing into the Pyramid because you cannot use Magic in the basement, and you often fall there from traps.

- Check the Pyramid Map to avoid the falling traps, and to see which treasure chest are also a trap (Cannibox).

- In the basement of the Pyramid there is a secret staircase which leads to the Golden Claw, see the map for location. However you still cannot use Magic since you are in the basement, and after you obtain the Golden Claw you will fight monsters every other step until you make it out of the Pyramid. You might want to wait until you are at a higher level, and bring plenty of Medical Herbs.

- There are a lot of Metal Slimes (Metaly) around Dharma if you are looking to build up some EXP early in the game.

- If you are inside of a Castle or Town and want to leave, but don't feel like making the long walk out you can use the Darkness Lamp which changes day to night, and instantly transports you to the entrance of the town. You can find the Darkness Lamp in Tedanki, but you can also access the area where the lamp is located at during the day.

- When you obtain the Change Staff, make sure you buy a bunch of Wizard Ring's from the Elf Village before you trade the Staff to the man in Greenland. When you use the Change Staff you are no longer in human form, so the Elves will sell items to you.

- Many weapons like the Orochi Sword, Frost Blade, Thor Sword, King's Sword, and most of the Staff weapons can be used as items in battle for more effective attacks.

- Always keep the Orochi Sword on one of your party members even if not equipped. It can be used to reduce Defense of an enemy, and works well against Bosses.

- There are Metal Babbles (Metabbles) in Baramos' Castle, in case you need to level up awhile before facing him.

- After you defeat Baramos you will no longer be able to stay the night at home to rest, meaning you will need to stay at an Inn for the remainder of the game. Ludatorm, which charges only 4 Gold, and Alahan, which charges 8 Gold are the cheapest options.

- Just as in the Dragon Quest 1 and 2, there is an Old Man in Ludatorm Castle who will restore your MP.

- There is also a person in Ludatorm Town who can lift curses.

- You can't use an Magic when inside of the Scar of the Demo, which is the cave NW of Ludatorm.

- The Thor Sword can cast Firewolf in battle, however it can only be used by the Hero and Warrior. Make sure you don't buy too many of these at the shop inside of the Kol Pachisi Track, since most party members cannot use them.

- When you arrive in Domdora, a girl there will tell you that she used to dance in Ashalam, and to say hello to the Troupe Leader for her. When you go back to Ashalam and talk to the Troupe Leader she will give you the Magic Bikini.

- Purchase a Heal Shield in Domdora for all of your party members even if they cannot equip it, or even when they are equipped with a stronger shield. Use the Heal Shield as an item during battle to heal yourself. It is equivalent to the Healmore spell, and using the shield does not reduce your magic. It does not have to be equipped in order to use.

- The Life Ring heals whoever wears it as they walk. The hero wont need it as long as he already has the Light Armor, so give it to one of your other party members and have them each take turns wearing it while they walk to save on MP for healing spells. Use the Life Ring in between fighting King Hydra, BaraBomus, BaraGonus, and Zoma to save on magic because you will take a beating from each of them. Just walk east to west, do not move forward because you may walk into your next enemy.

- The monsters in the Bonus Dungeon are some of the strongest in the game. They get even more difficult when you reach Zenithia. Be prepared for some tough battles in these dungeons.

- If you are lucky enough to obtain the Lucky Shoes, make sure you equip them because they increase EXP with every step taken when in the field, or traveling by ship. The Lucky Shoes are rarely dropped by Metalbbles, and there are a pair of them toward the end of the Bonus Dungeon.

Green Orb

Tedanki, at night time only from a prisoner.

Red Orb

Pirate House, move a boulder outside of the Northeast part of the house to reveal a staircase.

Purple Orb

The Orochi will leave this behind when defeated.

Blue Orb

In a treasure chest in the Navel of the Earth.

Yellow Orb

New Town behind your former Merchant's throne after he is put in jail.

Silver Orb

Kept in the shrine on the other side of the Necrogond's Cave.

Erdrick is known as Roto in this game.

An extended game intro was added, showing more storyline of the Hero's father, Ortega.

A personality test was added at the beginning of the game, all characters have personalities which can be changed by reading certain books you find.

This game fixes all of the A.I. issues that you would have in battle on the NES version. Your characters are more intelligent when choosing which monster of a group to attack. Also if they are set to attack a monster that gets defeated by another character, they then attack a different monster instead of wasting a turn as was done on the original version.

Some of the town and dungeon names have changed from the NES version.

All of the towns and castles have the same layout as the original NES version, but many of them have new rooms added, many which can be reached by stairs.

You can find items like Seeds, Herbs, Wings, etc, hidden in random places like pots or dresser drawers. This was unavailable on the original NES version.

Pachisi Tracks have been added for this version of the game.

All of the character classes from the NES version are included in this game, but with name changes.

A new character class called Thief was added.

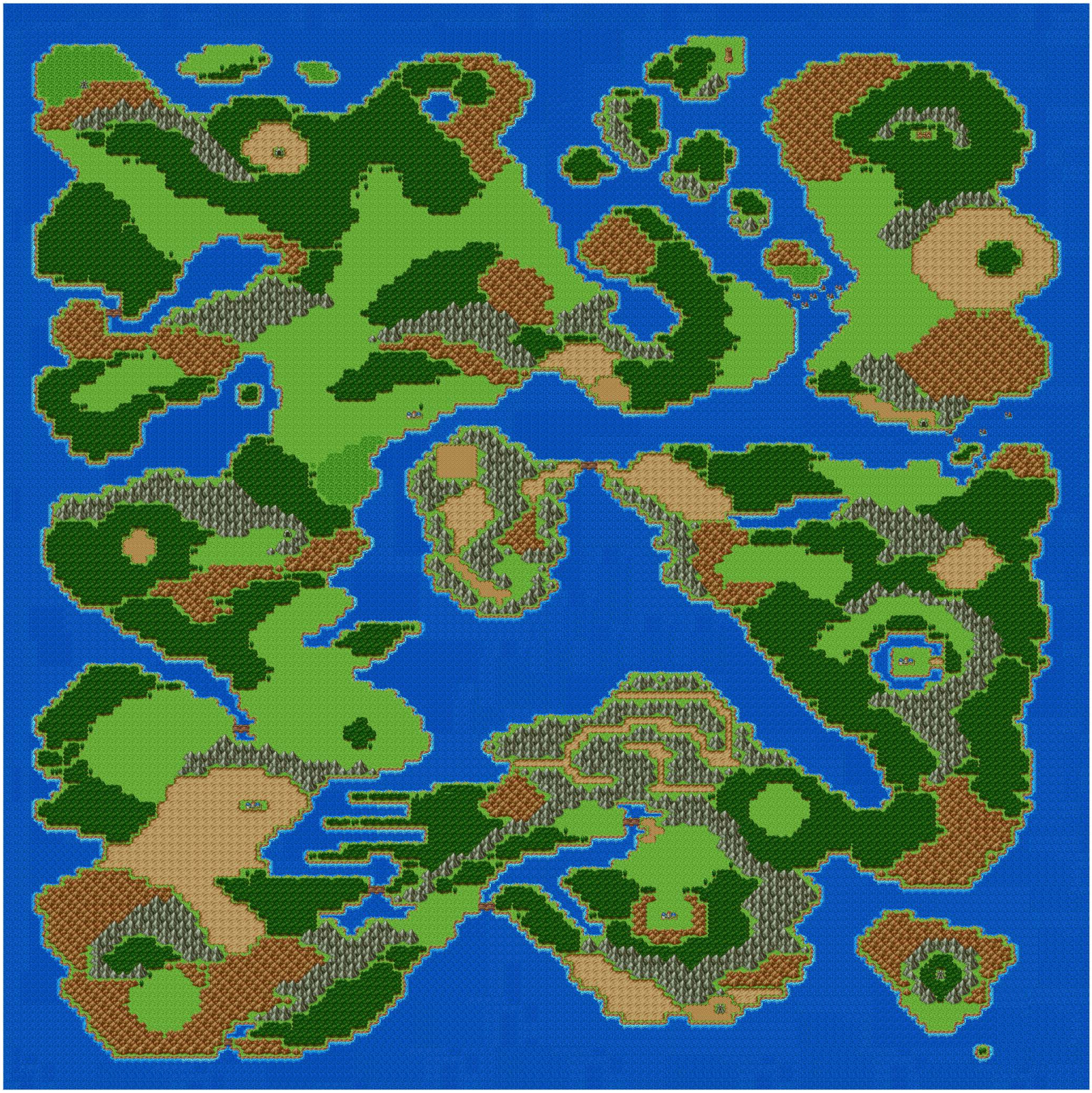
Small Medals were added for this version of the game, as well as bonus dungeons.

The Vault is only used to store Gold as you have a Bag that you can use for Items at the start of the game.

Any glitches from the NES version have been removed including the one where you can register a bunch of characters at the beginning of the game and sell their weapons and armor.


Dragon Quest 3
Remix
Paco
pmartin29@gmail.com
World
01 Aliahan
02 Reeve
03 Forest
04 Promontory Cave
05 Ghost Village
06 Small Shrine
07 Cave of Temptation
08 Shrine of Temptation
09 Romaly
10 Pachisi Track #1
11 Kanave
12 Baramos Tower
13 Shampoli
14 Elves Village
15 Underworld Lake
16 Ashalam
17 Pachisi Track #2
18 Desert Shrine
19 Isis
20 Lighthold
21 Romaly Barrier
22 Portoga
23 Noruda Cave
24 Cape Olivia
25 Rehersto
26 Kidnapperns Base
27 Sharma Temple
28 Sharma Shrine
29 Travelers Inn
30 Mesr
31 New Town
32 Portoga Lighthouse
33 Travelers Shrine
34 Tadaskl
35 Tadaskl
36 Castle Edinbar
37 Shoal Shrine
38 Travel Door Shrine
39 Lizardland
40 Soo Village
41 Grasshopper
42 Orochi Fountain
43 Ark Tower
44 Pirates Base
45 Luzami
46 Pachisi Track #3
47 Rabbit Shrine
48 Gaia Navel
49 Gaia Navel
50 Orochis Cave
51 Travelers Church
52 Sumeneca
53 Cave of Ra
54 Phantom Ship
55 Shrine Prince
56 Necropond Cave
57 Necropond Shrine
58 Dragon Queen Castle
59 Baramos Castle
60 Gaias Pit
A Yggdrasil Leaf


Dragon Quest 3
Remix
Paco
pmartin25@gmail.com
Alefgard
01 Port
02 Ludatorm
03 Cave
04 Garins House
05 Cave of the Crags
06 Domdora
07 Spiritual Shrine
08 Mercado
09 Koi
10 Marsh Cave
11 Rubiss Tower
12 Rimuldar
13 Shrine of Honor
14 Zomas Castle



Many years ago, the kingdom of Aliahan ruled the world. Although its former influence has diminished, its people lived in peace. That is, until the rise of the Demon Lord Baramos... The kingdom's great hero Ortega embarked on a journey to defeat Baramos, but was said to have perished from plunge into the maw of a volcano.

Over a dozen years later... A single youth strides purposefully into the castle of Aliahan. The youth is the hero Ortega's only child. The king, recognizing the youth's determination to succeed the fallen father, commands, "Defeat the Demon Lord Baramos."

You are the young hero of Aliahan. Assemble a team of trusted companions for a spectacular quest to save the world from the terrors of the Demon Lord Baramos. Let the adventure begin!

Released on July 7th, 2001 for the Nirtendo Game Boy Color, this is a remake and port of Dragon Warrior 3 from the NES.



This game is far more advanced than its predecessors from the series. In Dragon Warrior 3 your party consists of 4 members. This time you not only choose their names, but also which class of character they shall be. You can select from the strongest Warriors or Fighters, the brightest Mages and Sages, and even the most noble Clerics to join your party. This Game Boy Color version also added a Thief as a character class.

The game begins with a flashback of a battle between your father, Ortega and a monstrous dragon. The hero then wakes up on his 16th birthday to be greeted by his mother, who reminds him of his meeting with the king of Aliahan Castle. After receiving your blessings from the king, you then proceed to recruit party members. There are several classes to choose from, and you may want to choose either a Warrior or Fighter, a Cleric, and a Mage. You also might be interested in trying out the Thieves, which are new to this version of the game. The Warriors can be equipped with more weaponry and armor than the Fighters, but both characters are strong so it is a personal choice between the two. You will want a Cleric for healing spells, and a Mage for their mastery in fighting spells.

After you choose your party members, the adventure begins. As in Dragon Warrior 2, you usually fight multiple monsters at a time. The amount of enemies you face per battle varies from 3 or 4, to as many as 7 or 8 at a time. You will want to make sure you have several battle strategies determined to make your party more successful when fighting. Each of your characters has their own strengths and weaknesses that you will learn during combat. Since you are fighting so many monsters at once, you will be able to obtain more gold to supply your party with upgraded weapons and armor when the time comes. Dragon Warrior 3 also introduces a vault where you can store gold and extra items. That way if you are defeated in battle your gold will always be safe when stored in the vault.

Dragon Warrior 3 is a prequel to the original Dragon Warrior title, and is a much larger quest. It has more places to visit than the first two Dragon Warrior games combined. You will travel to many different castles, towns, caves, towers, and shrines throughout your journey. The game consists of nearly 160 of the most ferocious creatures the series has seen. It also has a wider variety of spells, some which can be very devastating to you and your opponents. Your party can also be equipped with some of the finest weapons, armor, and shields you can find. However with finely crafted equipment comes higher prices, therefore you will spend quite some time battling the many monsters throughout the game to obtain thousands and thousands of pieces of gold. With all of the enemies you will encounter, all of the places you will visit, and all of the training your party will need to become strong enough to defeat Baramos, you can count on a lengthy, but very exciting journey full of plots, storyline twists, and challenging puzzles to keep you on the edge of your seat. Dragon Warrior 3 is one of the greatest titles produced from this legendary franchise. Along with Dragon Warrior and Dragon Warrior 2, it completes one of the greatest trilogies ever of any RPG series. You are never too young or too old to enjoy the legend known as Dragon Warrior 3.



 Hero	The Hero is the supreme warrior of Dragon Warrior 3. He can equip himself with most of the strongest armor, helmets, shields, and weapons. He is a user of magic, and even has a few powerful spells that are not known by the Mage or Cleric.
 Warrior	The strongest member of your party, however his disadvantage is that his strength is all he has. The Warrior does not know any magic, and is very slow. His attack and defense power are the best in the game. He can equip himself with most weapons and armor like the hero.
 Cleric	The Cleric knows many spells, but specializes in healing types. Though not as strong as the Hero or Warrior, the Cleric is still a very good fighter. He cannot be equipped with as much armor and weaponry, but what you can equip him with is more than enough.
 Mage	The Mage is very weak in terms of attack and defense power, but he makes up for that with his superior knowledge of magic, particular fighting spells. The Mage is very limited in terms of which weapons and armor he can be equipped with.
 Fighter	The Fighter is not as strong as the Warrior, but he is very cheap to buy for because there is a limited amount of weapons and armor he can be equipped with. He is much more agile than the Warrior, and gains experience a little faster. The Fighter also does not know any magic.
 Dealer	The Dealer is excellent at finding gold and items after you defeat an enemy. He can also appraise a weapon or item instantly. He has average strength, poor attack power, and no knowledge of magic. A dealer is needed to start up the New Town, but you can just sit one of your party members at the tavern for a little bit while you drop off a dealer there.
 Thief	Thieves have high agility, and have the ability to steal during battle. Their few spells are all very helpful, from Smell, which tells you how many treasures are left in the area, to TipToe, which lowers your random encounter rate. They are also the only character class that can use some of the powerful whips in the game, which attack not only a single monster, but an entire enemy group.
 Jester	The Jester should only be brought along when your party is very strong. They are useless in battle, and cannot be equipped with most weapons or armor. They are to be brought along for fun, or to turn into a Sage. The Jester is the only class that you can turn into a Sage without the Zen Book. You just have to wait until they are at level 20.
Sage	The Sage can cast both Cleric and Mage spells, however no person may start as a Sage. You have to find the Zen Book, which is located in the tower of Garunda north of Dhama, to turn a member into a Sage after they are at level 20. When you are stronger in the game you can bring along a Jester and turn them into a Sage at level 20 without the Zen Book. You will also find a Zen Book in Rimuldar.

Monster	HP	Gold	EXP	Special	Treasure
 Almiraj	20	8	14	Sleep	Leather Hat
 Antbear	50	25	110	-	Spear
 Anteater	13	4	12	-	Leather Hat
 Archmage	130	140	2850	Paralysis Attack, Explodet, Revive	Bounce Staff
 ArmyCrab	28	12	35	Calls for help	Traveler's Clothes
 Avenger	115	42	940	Brutal Hit	Iron Axe
 Babble	10	8	16	Poisonous Attack	Antidote
 Balrog	93	80	3270	Defeat	Magic Hat
 BaraBomus	1100	450	13500	Explodet, Non-Magical Fire Attack	Sorrow Shield
 BaraEvil	900	150	7300	Non-Magical Ice Attack, Explodet, BlazeMost	Mystic Nut
 BaraGonus	3000	115	14300	Attack 2X Per Round	Devil Sword
 Baramos	2500	-	65535	Explode, PanicAll, BlazeMost, Disperse, Intense Flames	-
 Barnabas	58	52	235	StopSpell, HealMore	Traveler's Clothes
 BigHorn	75	68	353	Sweet-breath	Repellent
 BigShroom	24	18	39	Sweet-breath	Repellent
 BlissBird	90	85	980	HealUs	Token
 BlueDragn	661	150	4200	Blasts blizzards	LifeAcorn
 BlueBeak	60	32	372	Infernos	-
 BombCrag	500	105	660	Sacrifice	LifeStone
 BossTroll	1500	105	2500	Defense, Brutal Hit	STRseed
 Bruin	90	55	440	Increase	STRseed
 Butterfly	12	4	9	Surround	WarpWing
 Cannibox	120	60	137	Sweet-breath, Brutal Hit	-
 Carnimoth	26	15	55	Calls for help, Suround, Poisonous Attack	Poison Needle
 Catapila	50	12	35	Increase	Herb
 CatFly	40	20	65	StopSpell, Parry	Plush Suit
 Catula	35	35	135	Calls for help	Plush Suit
 Crabus	50	45	290	Brutal Hit	Shell Armor
 Curer	50	38	278	HealMore	VITseed
 DarkTroll	700	63	3700	Twinhits, Brutal Hit	Smart Book
 DarthBear	150	130	2080	Brutal Hit	AGLseed
 DeadHound	42	20	95	Calls for help, Surround	LifeAcorn
 DeadStool	40	40	92	Heal, Icebolt	WarpWing
 Demonite	70	45	100	Breathes cold, Defeat, Explodet, Sacrifice	Wizard Ring
 DemonSwrd	300	52	2800	Paralysis Attack, Multiple Attacks Per Round	2-Edged Sword
 Deranger	80	48	343	PanicAll, HealMore	Token
 DevilMage	350	210	4300	Defense, Explodet, HealAll, Revive, StopSpell, TwinHits	Wizard Ring
 Divinegon	7224	-	50000	Blasts blizzards, Chew, Enormous flames, Flop, Icy Pulse, Sleep stare, Two turns, Explodet	-
 Dorasbox	790	400	6000	Paralysing gas, Two turns, Defeat	-
 Dragon	133	107	2600	Calls for BlissBird, Spews fire	VITseed

Monster	HP	Gold	EXP	Special	Treasure
 Druid	35	35	82	Infernos	LUCKseed
 Echidna	21	7	12	-	Herb
 Eliminato	120	53	376	StopSpell, Brutal Hit	Sickle
 EvilCloud	336	100	3200	BlazeMost, Explodet	MysticNut
 EvilCrab	225	80	2500	Increase, Sleep, Upper	Shears
 EvilMage	134	85	1650	BlazeMore, Blizzard, HealAll, PanicAll, Sleep	WordLeaf
 Executer	52	35	150	Brutal Hit	Poisor Needle
 Flamepede	66	35	72	Breathes fire	INTseed
 Froggore	15	5	12	-	Herb
 Garuda	60	71	220	Firebane	Token
 GasCloud	25	14	35	Blaze	VITseed
 GateGuard	700	130	8500	Brutal Hit	Tattoo
 Ghoul	170	48	1270	Calls for help	Evade Suit
 Goatagon	70	50	297	SlowAll	STPseed
 GoldMan	210	1023	390	-	Golden Claw
 Goon	60	-	80	-	-
 Goon	120	-	100	HealMore, Defense	-
 Goopi	70	78	720	Calls for help	Iron Claw
 GranDragn	10027	-	50000	Chew, Enormous flames, Flop, Icy Pulse, Intense flames, Sleep stare, Two turns, Explodet	-
 GrayBear	338	140	2500	Two turns, Calls for help	-
 GreatBeak	48	44	175	Attack 2X Per Round	-
 Grizzly	110	65	523	Brutal Hit	STPseed
 GrndTitan	423	150	2500	Attack 2X Per Round	Thor Sword
 Healer	30	8	24	Heal	STPseed
 HeatCloud	37	28	105	Breathes fire	LUCKseed
 HellArmor	61	57	315	Brutal Hit	Iron Armor
 HellCrab	40	23	78	Increase	Bronze Shield
 HellNite	130	73	1190	Attack 2X Per Round, Paralyze Attack	AGLseed
 Hologhost	85	42	1040	Beat, Defeat	Token
 Hork	98	15	120	-	Cloth Tunic
 HornyHare	10	3	8	-	Herb
 HunterFly	30	25	98	Firebal	Evade Suit
 Hydra	150	95	3090	Spews fire, Two turns	World Leaf
 IceCloud	137	68	1070	Blizzard Attacks, SnowStorm	Token
 IceDragon	160	90	440	Blizzard Attacks	LifeAcorn
 IceMan	140	74	405	Blizzard Attacks, Sweet-breath	Magic Hat
 IronNite	390	120	3300	Defense, Increase, TwinHits	VITseed
 Jellyfish	67	38	180	Calls for help	MoonHerb
 JewelBag	53	1023	10	Strange dance, Three turns, Defense, PanicAll, SlowAll, Surround	Flashy Suit

Monster	HP	Gold	EXP	Special	Treasure
 Kandar	300	-	2200	Brutal Hit	-
 Kandar	700	-	4800	Brutal Hit	-
 KillArmor	70	80	418	Defense	Steel Armor
 KilerApe	40	45	170	-	WarpWing
 KilerBee	25	13	26	Paralysis Attack	MoonHerb
 KingHydra	1600	350	12200	Spews fire, Always attacks twice	Dragon Mail
 KingSquid	135	90	365	-	LifeAcorn
 KirgToad	38	23	70	Sleep	Spiny Whip
 Kong	95	68	432	Calls for help	LifeAcorn
 Kragacle	450	160	2090	Attack 3X Per Round, Brutal Hit	LifeAcorn
 LavaMan	60	61	417	Breathes fire, Spews fire	World Leaf
 Laona	140	90	2780	Blizzard, HealAll	Sorrow Shield
 LionHead	115	98	1350	StopSpell, Firebane	Sorrow Shield
 MacCondor	100	71	367	Disperse	Token
 MadHound	40	14	53	Defense	INTseed
 MadOx	60	45	162	Firebal	Leather Shield
 MacPecker	55	37	228	Defense	AGLseed
 MadRaven	25	22	45	Attack 2X Per Round	AGLseed
 Magician	23	10	20	Blaze	Repelent
 MagWyvern	100	125	2240	Bounce, PanicAll, HealAll	Magic Hat
 Manabat	28	18	29	StopSpell	Knife
 Mantigore	160	120	3060	InferMost, BlazeMost, Bounce	Sorrow Shield
 Merdane	60	58	263	Icebolt, HealMore	Leather Hat
 MerKing	120	110	1590	Calls for help, SnowStorm	Magic Bikini
 Merman	54	48	240	Defense	STRseed
 Metabble	6	10	40200	Firebal	Luck Shoes
 Metaly	4	5	4140	Blaze	AGLseed
 Mimic	240	110	735	Attack 2X Per Round, Robmagic, Sleep, BlazeMore, Beat	Demon Axe
 MiniDemon	80	89	587	Breathes cold, BlazeMore	Misery Helmet
 Mt Goopi	298	90	2000	Calls for help, Firebane	LUCKseed
 MtlWyvern	150	50	9000	Blasts blizzards, Icy air	Luck Shoes
 Mummy	55	36	82	Calls for Help	Repelent
 MummyMan	52	25	73	Brutal Hit	Token
 Mystifier	42	55	128	Surround, PanicAll	Token
 OldHag	70	63	463	HealMore, Firebane, Disperse	Hide Herb
 Orochi	1800	-	2080	Spews fire, Always attacks twice	Orochi Sword
 Orochi	2000	1000	8040	Breathes fire, Spews fire, Always attacks twice	-
 Phoenix	429	150	3700	Disperse, HealUs	World Leaf
 Putregon	374	53	3500	Breathes cold, Icy air	STRseed
 Putrepup	54	15	29	SlowAll	LifeAcorn

Monster	HP	Gold	EXP	Special	Treasure
 Raven	10	3	6	-	Herb
 RedDragon	701	220	4500	Brutal hit, Intense flames	-
 RedSlime	6	2	8	-	Herb
 RogueNite	55	30	68	Brutal Hit, Calls for help	Copper Sword
 Salamandr	200	180	6000	Intense flames	STRseed
 SeaSlime	44	35	197	Increase	WarpWing
 Shadow	70	31	743	Snowstorm	Spiny Whip
 Shadower	?	?	?	?	?
 Shaman	93	50	358	Calls for help, HealMore	LUCKseed
 Skeletor	75	68	843	Always attacks twice, Defense	Steel Sword
 Skullgon	200	78	2350	Icy air	STRseed
 SkyDragon	80	180	800	Spews fire	LifeAcorn
 Slime	8	2	4	-	Herb
 Snaily	20	28	210	Calls for help, Icebolt, Sleep	Stick
 SteelHulk	1039	450	6500	Flop	-
 StingMoth	40	35	165	Paralysis Attack	MoonHerb
 StingWasp	12	6	14	Calls for help	LUCKseed
 StoneMan	195	82	1780	Brutal Hit	Terra Armor
 Swordoid	170	87	3180	Brutal Hit, Always attacks twice, HealMore	Snow Sword
 Tentacles	200	120	1280	Attack 2X Per Round	Fighting Suit
 Toadstool	30	20	56	Sleep hit, Sweet-breath	WarpWing
 TortoLord	120	120	1420	Spews fire, Bounce	LUCKseed
 Tortragon	68	88	652	Sweet-breath	Iron Helm
 TrickBag	40	350	5	SlowAll, Increase, StopSpell, Heal, Surround	VITseed
 Troll	250	105	1030	Brutal Hit	Club
 TrollKing	250	120	3050	Disperse	Thor Sword
 Vampire	35	25	61	IceBolt	LUCKseed
 VenomHork	80	25	368	Calls for help, Poison-breath	Antidote
 VenomToad	25	9	20	Poison-breath	Antidote
 VenomWorm	35	20	47	Poison-breath	Antidote
 VileShade	130	77	1710	Sweet-breath, Beat	Life Stone
 VoodooMan	120	95	673	Calls for help, HealMore, RobMagic, Vivify	World Leaf
 VoodooWiz	150	105	1930	Breathes fire, BlazeMost, Increase	Bug Powder
 WildApe	60	30	60	Brutal Hit, Calls for help	STRseed
 WingDemon	125	90	2490	BlazeMost, HealUs	Seduce Sword
 Witch	54	52	305	Firebane, HealMore	Hide Herb
 Wyvern	80	75	1780	Breathes fire, Brutal hit, Spews fire	WarpWing
 Zoma	6775	-	-	Blasts blizzards, Icy Pulse, Two turns, Blizzard, Bounce	-
 Zoma	4864	-	-	Blasts blizzards, Hurt by HealAll, Icy Pulse, Two turns, Blizzard	-

Green Orb

Tedanki, at night time only from a prisoner.

Red Orb

Pirate House, move a boulder outside of the Northeast part of the house to reveal a staircase.

Purple Orb

The Orochi will leave this behind when defeated.

Blue Orb

In a treasure chest in the Navel of the Earth.

Yellow Orb

New Town behind your former Merchant's throne after he is put in jail.

Silver Orb

Kept in the shrine on the other side of the Cave of Necrogond.

While the Game Boy Color versions of Dragon Warrior 1 & 2 were basically ports, this game was more of a remake as graphics were greatly improved, and there are many new features and additions.

Erdrick is known as Loto in this game.

A personality test was added at the beginning of the game.

There are certain names you cannot choose for your Hero, like Eric or Loto. You can get around this and use them if you capitalize some or all of the letters of those names.

This game fixes all of the A.I. issues that you would have in battle on the NES version. Your characters are more intelligent when choosing which monster of a group to attack. Also if they are set to attack a monster that gets defeated by another character, they then attack a different monster instead of wasting a turn as was done on the original version.

Some of the monster names have changed from the original version. Nev is Mystifier, Metal Babble became Metabble, etc.

All of the character classes from the NES version are included in this game, but with name changes.

A new character class called Thief was added.

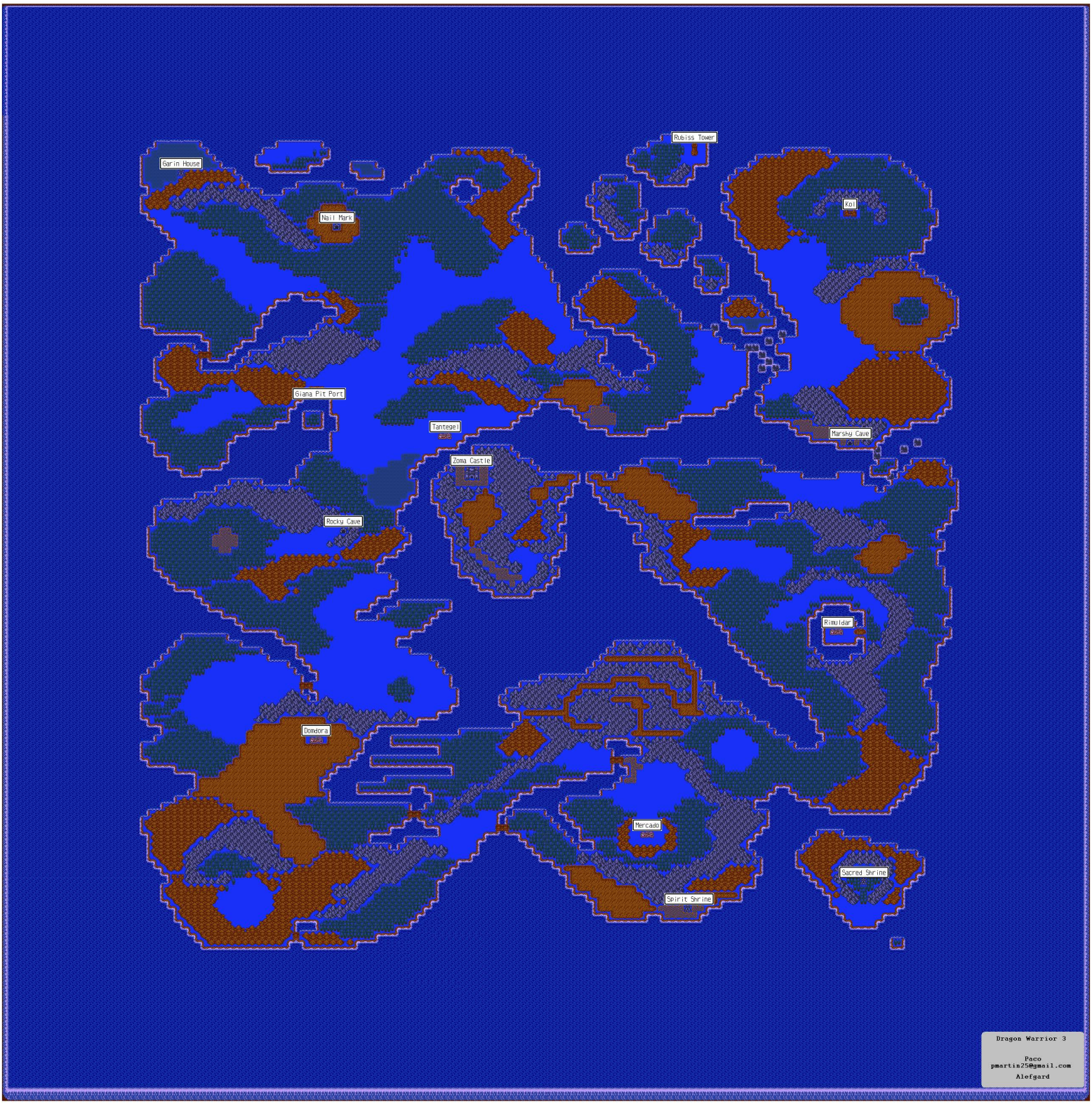
TinyMedals were added for this version of the game, as well as bonus dungeons.

You can find a second Zen Book in Rimulder, which turns a character into a Sage.

All of the towns and castles have the same layout as the original NES version, but many of them have new rooms added, many which can be reached by stairs.

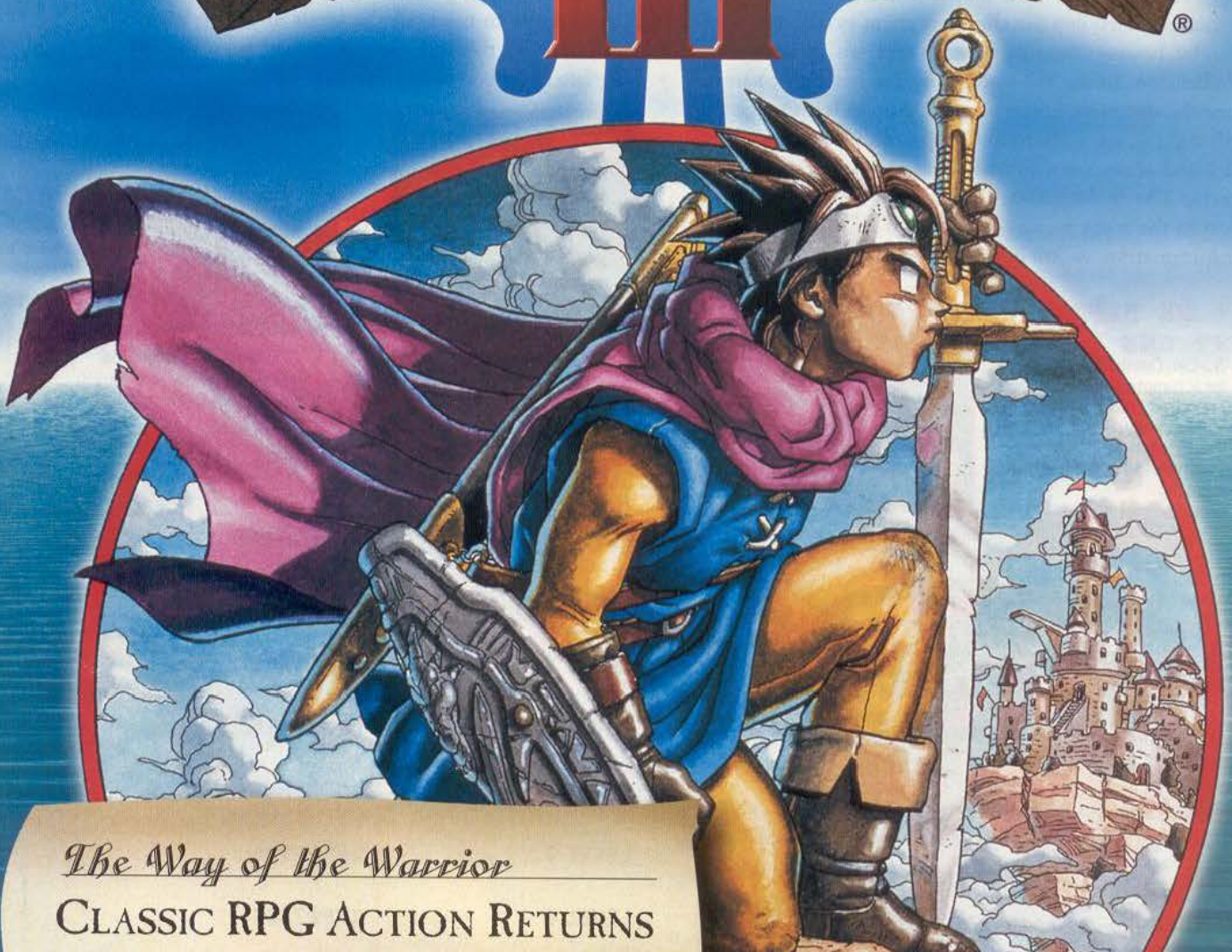
You can find items like Seeds, Herbs, Wings, etc, hidden in random places like pots or dresser drawers. This was unavailable on the original NES version.


Noamis
Ehnehaa
Mountain Cave
Kazave
Edinbear
Castle of the Dragon Queen
Mount Shrine
Pachisi Track 1
Shusaine Tower
Pachisi Track 3
Sprite Zal
Mitsuru Cave
Rowly Gate
Rowly
Aliume Cave
Portugal
Lighthouse
Boat Swift
Nerus Tunnel
Ashalam
Pyramid
Pachisi Track 2
Desert
Desert Cave
Travel Gate
Baramos Castle
Rimuldar
Rimos Shrine
Romas Cave
Kadatia
Lorasia Shrine
Wizards Cabin
Greenlad Stone
Sasai Shrine
Portulaca
Aureasic Fountain
Sea
New Town
Ruin
Arm Tower
Baruta Tower
Charma Temple
Zoramgo Shrine
Zoramgo Cave
Zoramgo
Bahamata Cave
Bahamata
Samanao
Samanao Shrine
Samanao Cave
Pirates' House
Rasaa
Forest
Desert Cave
Rasaa Shrine
Nairon Tower
Arlahan
Pyramidy Cave
Land
Navel of Earth
Isolabi
Dragon Warrior 3
Paco
pmartin27@gmail.com
World


Rubiss Tower
Garin House
Nail Mark
Kol
Giana Pit Port
Tantegel
Marshy Cave
Zoma Castle
Rocky Cave
Rimuldar
Domdora
Mercado
Sacred Shrine
Spirit Shrine
Dragon Warrior 3
Paco
pmartin25@gmail.com
Alefgard



DRAGON WARRIOR III®



The Way of the Warrior

CLASSIC RPG ACTION RETURNS

Enix's Dragon Warrior has always been regarded as the series that started the RPG genre. Thanks to the talented design duo of Yuji Horii and Akira Toriyama—the man responsible for Dragonball Z—many gamers consider Dragon Warrior III to be the best of the bunch. And since the new Game Boy Color rendition of DW III has been adapted from the Super Famicom version, even players who know the NES game by heart will find uncharted areas at every turn. Join us for a peek at our hero's journal and keep reading for an exclusive interview with Yuji Horii himself!





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Day One

THE GODS HAVE SPOKEN

I, Loto, awoke this morning to find myself being scrutinized by the gods. They asked me many probing questions then tested my truthfulness. I felt I did quite well, but they declared that I was naive! I must try to change my personality, because I do think a naive adventurer will get very far. I hope my father, t hero Ortega, doesn't hear about this.



Before you can begin an adventure, the gods must learn about you. The personality system is new to Dragon Warrior III.



Your personality is based on how you respond to both a series of questions and a final scenario that tests your ethics.



Personality determines how your stats change after you level up. It also changes text throughout the game.



Don't worry if others find you timid, foolish or weepy. You can alter your personality by readin certain books.

Day Three

A BIG MISTAKE?

I selected three party members yesterday, and I'm already concerned. With all the classes to choose from—Mages, Heroes, Clerics, Warriors, Dealers, Fighters and even Thieves—why, oh why did I take a Jester?! Sure, he seemed funny at the time, but every time we go into combat he starts singing or dancing or telling corny jokes. I should have listened to that old man who warned me to pick a more well-balanced team. Next time I'll just create my own party members instead.









Party selection is the most important element of a successful quest. Fighters, Warriors and Clerics are recommended for beginners, but veterans looking for a challenge can bring along a Jester or a Dealer.



Day Seven

THE HORROR

My Mage passsed on today, and it was a bad experience all-around. We were hunting Slimes in the hills when we got lost and stumbled into a party of Mummy Men. Our weak weapons and inexperienced attacks were no match for the monsters. A local healer brought the Mage back to life—but I learned an important lesson! With more than 150 different monsters roaming the world, I must work on gaining more experience and gold.



All combat is turn-based, and your party earns experience for each battle fought. Once characters level up, their stats increase. Some classes, like Mages, Clerics and Thieves, will also learn new skills or magic.

Day Twenty

MEETING THE LOCALS

I never knew the Kingdom of Aliahan had such variety. There are hundreds of townspeople to speak to, and I've noticed they tell me different stories depending on whether we speak in daylight, at dusk or in the nighttime. At least the villages can provide all the basics, like a comfortable inn, item and weapon shops and a healer. It's a good thing I learned the Recall spell before setting out—it allows me to memorize and relive conversations in an instant so I don't have to write anything down. I also found a Magic Map in the first days of my journey, so I can now get my bearings anytime I wish. My party has already visited dozens of towns, shrines and dungeons. We're beginning to wonder if it's even possible to see them all.





AN INTERVIEW WITH YUJI HORII

It's not often that Nintendo Power has a chance to interview a man of Yuji Horii's fame and stature. Known the world over as a master storyteller and the father of the modern RPG, Mr. Horii has been instrumental in developing such games as Chrono Trigger and the entire Dragon Warrior series. He also wrote for the popular Manga (a comic book-style art form) magazine, *Shonen Jump*. We're thrilled he took the time to speak with us.

NP: How did you break into the video game industry?

YH: I was a freelance writer when I bought a PC and started programming games. I then entered and won a gaming contest sponsored by Enix. Port Pier, a murder mystery, was my first real game—it was eventually released on the Super Famicom.

NP: What is your favorite genre of game?

YH: I like to write stories, so probably role-playing games.

NP: What, in your opinion, makes a video game fun?

YH: You (the player) must be the main character and an active participant in both the story and the world.

NP: What's the main difference in making a game for a Japanese audience versus an American one?

YH: Action games seem to be the primary genre for the US market. In Japan, games move at a slower pace and are usually much longer.

NP: Which of the Dragon Warrior games is your favorite?

YH: I like Dragon Warrior III because it is the end of Loto's legend. I feel the story was put together in a masterful way that really brings about the end of an era.

NP: Why did you decide to add the personality chart?

YH: When I was a writer I became good at making complex charts to determine a character's personality, and I wanted to bring that into the Dragon Warrior world.

NP: Do you feel the personality chart is accurate?

YH: I'm not so sure, but people always tell me it's right on. (Laughter) No, the questions are silly but right on the ball. If you answer honestly, you'll end up with a personality that closely matches your own.

NP: Do you have plans to create any more murder mystery games?

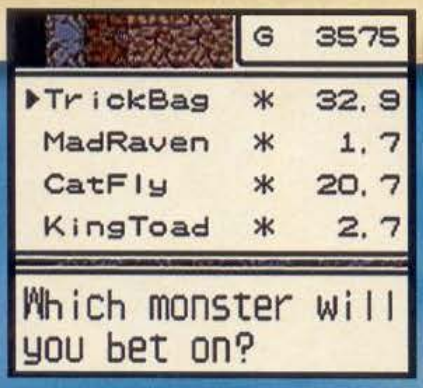
YH: I'd like to, if time allows. I could make a much more dynamic story with the graphic abilities of new systems. You can fit much more information into a game now, and that would make a murder mystery very compelling.

Day Forty-Two

DISTRACTIONS AMONG US

My party members have lost their minds. Instead of trying to defeat the evil Demon Lord Baramos, they have become addicted to foolishness. My Fighter can't stop betting on Monster Battles, my Mage keeps playing pachisi and my Jester can think of nothing but his Monster Medal collection. I may just leave them all behind.

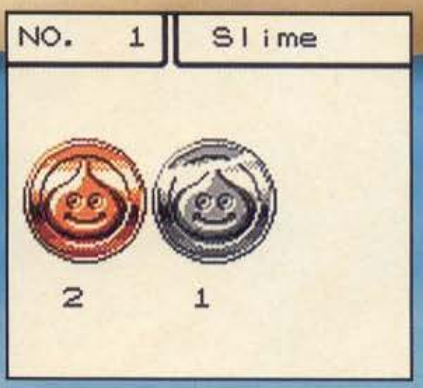




Monster Battles are a good way to earn—or lose—gold. You'll find the gambling arenas in many a town's darkest alley.



Pachisi is a giant board game. You can win or lose gold, stats and items by playing.

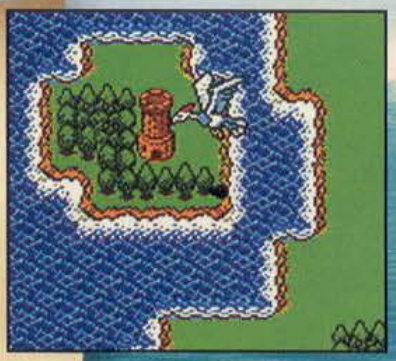


Monster Medals are earned by defeating enemies. They're tough to find, and you can also get more by trading with friends.

Day Sixty-Four

THE POWERFUL ONES

My party has become formidable. Our experience grows each day, and some of us are so strong we are beginning to change classes. In fact, my Jester transformed into an almighty Sage just yesterday. My Mage can now cast the BeDragon spell—which actually metamorphoses her into that all-powerful beast. Our large stores of gold have allowed us to purchase weapons, such as the Demon Axe and the Sword of Destruction. And oh, the sights I've seen! I've sailed on a ship, flown on a bird and visited lands wildly different from my own. But the greatest challenge is yet to come. Though my quest felt easy when I set out, I believe I may travel for more than 70 hours before it is finally completed.









A New Beginning

THE STANDARD BY WHICH ALL ARE JUDGED

It's easy to see why DW III is Japan's best-selling RPG ever, and the incorporated updated into the GBC version will only improve its reputation. Its text is retranslated to match Yuji Horii's original vision. The background art is more detailed, character sprites are updated and enemies and magic spells are animated during combat. Your party's slow walk has been transformed into a brisk trot, and there's even a brand-new dungeon. Hone your swords and polish your shields, RPG fans, because the king is back in town.






DRAGON WARRIOR III
ENIX.
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NINTENDO POWER



Dragon Warrior 4 is divided up into 5 chapters. In each chapter you play as a different character until you reach chapter 5, when you are the main hero of the game. In the final chapter your hero meets up with all of the other characters from the first 4 chapters, and they join your party. Being able to play as them in earlier chapters gives you more background of their characters and strengths.

Chapter 1: The Royal Soldiers

As Captain of the Royal Soldiers, Ragnar risks his life daily in the service of the King of Burland. Recently, children from all over the land have been disappearing. Anxious to know what tragedy has struck the kingdom, the King sends forth Ragnar. The mighty warrior knows no fear as he sets off.

Chapter 2: Princess Alena's Adventure

The young Princess Alena possesses a strong and clever spirit. Dragon Warrior I Screen She wishes only to leave the sheltered castle of her father, the King of Santeem, so that she can taste the adventure of a free life. The King has refused to let her go, but his will cannot bind Alena. Dreaming of danger and excitement, she plans to escape.

Chapter 3: Taloon the Arms Merchant

An ambitious man, whose greatest dream is to be independent, lives with his wife and child in the town of Lakanabe. Taloon works at the shop of a weapons merchant, and he has learned everything about the weapons trade. Unfortunately, Taloon does not have enough money to buy his own shop. So he sets off to find or earn a great fortune.

Chapter 4: The Sisters Of Monbaraba

When Edgar, the world renowned alchemist, died of mysterious causes, he left behind two daughters. Nara has studied the magic of fortune telling and acquired a great power. Mara began training as a dancer, in the ancient style, at a very young age. Her skill is unequaled. They are determined to find the cause of their father's tragic fate, no matter the peril.

Chapter 5: The Chosen Ones

In Chapter 5, you, our Hero, arrives to lead the characters from earlier chapters. As a team of experienced and highly trained adventures, you will challenge the enemy. He is a fierce demon who has secretly tracked the characters through Chapters 1-4. Now he will make a dramatic appearance.



As with a good book, you cannot start this game from the middle or at the end. You will begin with Chapter 1, and work through Chapters 2, 3, and 4 in order. At last, you will reach the greatest challenge of all, Chapter 5. You begin Chapter 5 as the main hero alone, however you will encounter all of the characters you played as in the previous chapters, and they will join your party. You can only use 4 characters at a time, and the rest will remain in a wagon that you travel in, standing by and ready for battle when needed.

Dragon Warrior 4 did have one change in gameplay that bothered many fans. In the final chapter, you are unable to control your other part members in battle. They often waste MP or Items, or attack the wrong enemies. Luckily there is a Game Genie Code that fixes this and allows you complete control of your party in Chapter 5. Just input **YYEXVTGE** in your Game Genie at any point in Chapter 5 to disable the Auto-fight.



Dragon Warrior 4 introduced several elements to the series that became very popular, and are still in use on newer games. Your character is able to search in drawers and barrels, which often contain useful items. Some of the items you find are called Mini Medals. You will encounter a King who collects these Medals, and will exchange different treasures for them including rare weapons and armor. The game has nearly 200 different monsters to battle, 60 different locations to visit, and countless allies to aid you in your quest. The final boss is unlike any creature ever encountered in the series. Be prepared for the battle of a lifetime which will take the combined powers of every party member from all 5 chapters. Dragon Warrior 4 is an action packed adventure, loaded with hours of entertainment.

 Ragnar	Ragnar is the hero of Chapter 1. His mission, handed down to him by the King of Burland, is to discover why the children of Izmit are disappearing. Ragnar must confront and destroy the evil that is behind these strange disappearances. Later on in Chapter 5, your party comes across Ragnar at Keeleon Castle, where he is about to do battle with Keeleon by himself.
 Healie	Healie is a healer who longs to become human. Ragnar meets Healie in a cave southeast of Izmit. Healie is the only character to join Ragnar's party and is very useful. He will heal Ragnar and himself in battle, but his attack skills are limited. You later see Healie in human form when he asks the Main Hero to help Ragnar in Keeleon.
 Alena	Alena is the star of Chapter 2, which chronicles her adventures as the Princess of Santeem Castle. She disobeys her father's orders to stay in the castle, in order to go on an adventure to help many people on her route to becoming the champion of the Tournament at Endor. In Chapter 5, the hero meets her as she leaves the cave south of Soretta, in an attempt to help her fallen comrade, Cristo.
 Cristo	Cristo is the Chancellor of Santeem Castle. He accompanies Alena in her travels during Chapter 2. In Chapter 5 you find him sick at the town inn of Mintos. To cure him you must bring him the Padequia Root, he then joins your party. Cristo is the only character in the game who learns the Healus spell.
 Brey	Brey is Alena's Tutor, and a strong Wizard from Santeem Castle. He also accompanies Alena in Chapter 2 with Cristo. You then find him in Chapter 5 trying to help Cristo at the inn. Brey joins your party in hope of helping you find the Padequia Seed needed to make the Padequia Root that can cure Cristo.
 Taloon	Taloon is a merchant from Lakanaba, and the hero of Chapter 3. His role is not to fight some supreme being, but to make money and start a profitable business. You meet up with Taloon in Chapter 5 when your character is looking for a ship to travel the ocean.
 Strom	Strom is a hired gun that Taloon meets in Endor during Chapter 3. You can purchase his services for 5 days at the price of 400 Gold in front of the House of Healing. He is very strong as most soldiers are, and his attacks are effective in battle.
 Laurent	Since Strom can only attack, Taloon needs a user of magic. He come across Laurent, who is also in Endor. He can be found in the upstairs quarters of the Inn. Laurent will join Taloon for 5 days at the price of 600 Gold. He will occasionally attack, but normally uses spells like Heal and Fireball.
 Nara	Nara is a fortune teller from Monbaraba, who embarks on a journey with her sister Mara in Chapter 4, to discover the truth behind their father's death. She is well versed in healing spells, and has average attack power. Nara and Mara are the first two characters to join your party in Chapter 5.
 Mara	Mara is a dancer from Monbaraba who joins her sister Nara to investigate the death of their father Edgar, the renowned alchemist. Mara is not very strong in battle, but does not a variety of attack spells that can be very devastating to opponents.
 Orin	Orin joins Nara and Mara on their quest in Chapter 4. He is very powerful, and extremely useful in battle. He is found at the bottom of the cave near Kievs. You later come across Orin in Chapter 5 at an inn where is he recuperating from an attack. He gives your party hints and advice on defeating the ultimate enemy.
 Hero	Legend has it a woman fell from the sky and met a woodsman. The two fell in love and had a baby, who was destined to become the greatest warrior of them all. The Hero begins his legendary journey at the start of Chapter 5. He will fight the most vicious and violent monsters, but will do so with the aid of many noble wizards and warriors who join his cause for the same purpose, ridding the world of the evil Necrosaro.
 Hector	Hector owns the wagon but will not allow you to use it because he trusts no one but himself. You first need to find the Symbol of Faith from the cave east of Branca. Hector then joins your party for awhile, and lets you keep the wagon.
 Panon	Panon is a jester who headlines nightly at Monbaraba. He is the only person capable of fulfilling the request of the King of Stancia.
 Celia	You find Celia at the top of the tree in Elfville. She has lost her wings and needs you to help her get back to Zenithia.
 Doran	After you return Celia to Zenithia, you are given the aid of Doran as a gift. Doran is a baby dragon who can breath flames that will hit all of the enemies at once. You cannot control him in battle, but he is a good backup character to use if other party members have fallen.

Monster	HP	Gold	EXP	Special	Treasure
 Anderoug	300	300	1030	Emits scorching gas, Calls for reinforcements	Dragon Shield
 Angel Head	14	11	7	Attack may poison	Antidote Herb
 Archbison	90	72	121	Emits gales of scorching breath	Strength Seed
 Armor Scorpion	40	44	38	Attack may inflict a terrible blow	Leather Armor
 Arrop	27	16	47	Attack may cause sleep, Calls for reinforcements	Wayfarer's Clothes
 Babble	12	8	6	Attack may poison	Antidote Herb
 Baby Salamand	40	58	59	Emits a fireball	Medical Herb
 Bakor	1000	-	7400	Builds up power, Snowstorm, Increase	Agility Seed
 Balakooda	120	69	165	Blazemore, Increase	Iron Fan
 Balzack (Chapter 4)	240	-	500	Emits a fireball, Healall, Fireball	-
 Balzack (Chapter 5)	500	-	6500	Always attacks twice, Emits a freezing wind, Snowstorm	-
 Bangler	35	30	48	Surround	Magic Potion
 Barrenth	55	68	70	-	Fur Coat
 Batoidei	72	48	103	-	Agility Seed
 Beastan	178	81	540	Attack may inflict a terrible blow	Agility Seed
 Bebanbar	100	88	211	May attack twice, Emits gales of Sweet breath, Firebane, Robmagic	Staff of Healing
 Beleth	125	70	132	Bounce, Firebane	Staff of Force
 Bellzabble	250	123	605	Attack may inflict a terrible blow, Assessing the situation, Is Dazed, Is Flustered, Farewell	Multi-edge Sword
 Bengal	100	62	115	Stopspell	Fur Coat
 Bharack	140	172	473	Calls for reinforcements	Wizard's Ring
 Big Sloth	250	99	589	Dances a strange dance, Gets Serious, Is Dazed, Blizzard, Firevolt, Infermost, Blazemore	Staff of Jubilation
 Bisonbear	80	49	89	Takes a deep breath	Iron Apron
 Bisonhawk	52	39	49	Sap	Iron Spear
 Blazeghost	12	16	6	Blaze	Fairy Water
 Blizag	85	100	286	Emits a freezing wind, Beat, Defeat	Mystic Acorns
 Bomb Crag	300	40	150	Assessing the situation, Sacrifice	Lifeforce Nuts
 Brahmird	20	17	7	Tries a body attack	Strength Seed
 Bull Basher	250	205	870	Blizzard, Revive	Dragon Mail
 Butterfly Dragon	47	60	38	Emits a fireball, Heal	Wing of Wyvern
 Carnivore Plant	17	18	7	Calls for reinforcements	Medical Herb
 Chameleon Humanoid	40	60	136	Attack may cause sleep, Heal	Lifeforce Nuts
 Chaos Hopper	90	99	261	Always attacks twice, Assessing the situation, Chaos	Scent Pouch
 Chillanodon	85	99	261	Attack may inflict a terrible blow, Emits a freezing wind, Emits A Blizzard	Strength Seed

Monster	HP	Gold	EXP	Special	Treasure
 Clay Doll	400	15	693	Defeat, Sleepmore	Lifeforce Nuts
 Conjurer	38	31	70	Calls for reinforcements, Infernos	Luck Seed
 Crested Viper	31	25	18	Attack may poison, Defense	Feather Hat
 Curer	60	43	68	Healall	Mystic Acorns
 Dark Doriard	28	30	25	Dances a strange dance, Sleepmore	Wooden Hat
 Demighoul	134	63	558	Attack may paralyze	Zombie Mail
 Demonite	40	75	80	Emits a freezing wind, Sacrifice, Explodet, Defeat	Luck Seed
 Demon Stump	21	13	7	Uses Medical Herb	Medical Herb
 Demon Toadstool	19	15	6	Attack may poison	Medical Herb
 Diverat	14	7	3	Calls for reinforcements	Medical Herb
 Doolsnake	130	124	170	Stopspell	Golden Barrette
 Dragonit	105	100	180	Emits scorching gas	Cloak of Evasion
 Dragonpup	67	50	96	May attack twice, Calls for reinforcements	Chain Sickle
 Dragon Rider	141	108	351	Always attacks twice, Emits scorching gas	Strength Seed
 Ducksbill	22	10	14	Sap	Leather Shield
 Duke Malisto	200	226	921	Blazemost, Stopspell, Beat, Firevolt	Staff of Antimagic
 Eigerhorn	250	122	387	Looks scared, Is on guard, Snowstorm	Lifeforce Nuts
 Elefrover	28	18	14	-	Dancer's Costume
 Elerat	11	5	3	-	Leather Hat
 Esturk	900	-	15000	Always attacks twice, Emits a blizzard, Takes a deep breath, Freezing waves shoot out from fingers	-
 Fairy Dragon	123	390	655	Dances a strange dance, Emits gales of sweet breath, Chaos	Mystic Acorns
 Ferocial	200	92	447	Always attacks twice, Gives a hideous shrieking roar	Silver Tarot Cards
 Flamadog	165	205	585	Emits scorching gas	Lifeforce Nuts
 Flamer	75	52	110	Emits a fireball, Fireball	Morning Star
 Flythrope	34	47	35	Stopspell	Magic Potion
 Fury Face	130	186	225	Emits a fireball, Emits poison gas, Emits gales of sweet breath, Emits gales of scorching breath, Emits a freezing wind, Assessing the situation	Full Moon Herb
 Garcoil Rooster	52	51	50	-	Feather Hat
 Giant Bantam	31	9	20	Attack may cause sleep	Medical Herb
 Giant Eyeball	42	40	27	Is on guard, changes expression, May attack twice, Delivers a terrible blow	Medical Herb
 Giant Octapod	120	72	120	Always attacks twice, Emits a freezing wind	Boomerang
 Giant Worm	11	6	3	-	Medical Herb
 Gigademon	1023	250	4100	Always attacks twice, Is on guard, Defense	Club
 Great Ohrus	120	54	128	May attack twice	Abacus of Virtue

Monster	HP	Gold	EXP	Special	Treasure
 Great Ridon	300	20	1678	Emits a violent blaze	Multi-edge Sword
 Green Dragon	143	132	405	Emits poison gas, Calls for reinforcements	Dragon Shield
 Gristysaber	29	46	30	Attack may inflict a terrible blow, Calls for reinforcements	Copper Sword
 Guardian	300	169	1040	Always attacks twice, Emits a blizzard, Emits gales of sweet breath	Dragon Killer
 Guzzle Ray	40	24	70	Calls for reinforcements	Lifeforce Nuts
 Hambalba	90	76	144	Attack may paralyze, Emits a fireball	Full Moon Herb
 Healer	16	11	7	Heal	Medical Herb
 Hemasword	114	80	180	Attack may inflict a terrible blow, Robmagic, Upper	Broad Sword
 Hun	70	-	-	-	-
 Iceloth	75	38	85	Emits a freezing wind	Fur Coat
 Impostor	153	316	582	Assessing the situation, Transform	Mirror of Ra
 Infsnip	44	25	95	Heal, Icebolt	Iron Mask
 Infurnus Beetle	20	21	16	Emits a fireball	Club
 Infurnus Knight	58	76	77	Attack may inflict a terrible blow	Half Plate Armor
 Infurnus Sentinel	250	73	585	Blazemore, Fendspell	Chain Sickle
 Infurnus Shadow	950	-	5500	May attack twice, Emits a violent blaze, Emits a blizzard, Gives a hideous shrieking roar, Explodet	Sword of Miracles
 Jumbat	113	84	172	Attack may cause sleep, Attack may inflict a terrible blow, Sleep	Robe of Serenity
 Karon	110	91	234	Swings the staff of thunder, Vivify	Wizard's Ring
 Kaskos Hopper	8	2	1	-	Medical Herb
 Keeleon (Chapter 4)	999	-	-	Always attacks twice, Emits scorching gas, Firebane, Healall	-
 Keeleon (Chapter 5)	400	-	5100	May attacks twice, Emits a freezing wind, Fireball	Full Plate Armor
 King Healer	150	300	384	Is Flustered, Healusall	Copper Sword
 King Metal	7	20	30000	May attacks twice, Firebane	Metal Babble Helmet
 King Slime	150	160	100	Tries a body attack, Fendspell	Mystic Acorns
 Kordra	32	39	25	Attack may inflict a terrible blow	Morning Star
 Lava Doll	15	17	12	Upper	Magic Potion
 Leonar	150	119	224	Always attacks twice, Builds up power	Leather Dress
 Leaping Maskan	150	52	485	Is Jerked Away, Damages player, Expires from exhaustion, Calls for reinforcements	Iron Mask
 Lethal Armor	64	58	120	Sleepmore	Full Plate Armor
 Lethal Gopher	16	10	9	Builds up power	Strength Seed
 Liclick	43	61	28	Surround	Cypress Stick
 Lighthouse Bengal	70	350	2000	Gives a hideous shrieking roar, Heal	-
 Lilypa	21	15	13	Upper	Basic Clothes

Monster	HP	Gold	EXP	Special	Treasure
 Linguar	55	-	-	Builds up power, Emits a fireball	-
 Mad Clown	36	52	27	Fireball	Lifeforce Nuts
 Maelstrom	100	84	180	Snowstorm	Cloak of Evasion
 Magemonja	25	30	18	Icebolt	Leather Hat
 Mage Toadstool	43	30	45	Icebolt, Heal	Magic Potion
 Man O' War	40	12	35	Attack may paralyze	Full Moon Herb
 Man-Eater Chest	100	25	150	-	Cypress Stick
 Mandrake	30	17	26	Attack may inflict a terrible blow, Emits gales of sweet breath, Gives a hideous shrieking roar	Mystic Acorns
 Mantam	85	40	108	Calls for reinforcements, Assessing the situation	Wing of Wyvern
 Maskan	91	102	290	Calls for reinforcements	Wing of Wyvern
 Master Malice	1023	112	1232	Freezing waves shoot out from fingers, Blazemost, Explodet, Upper, Fendspell	Dress of Radiance
 Master Necrodain	146	139	702	Calls for reinforcements, Defeat	Lifeforce Nuts
Metal Babble	5	10	10050	Blaze, Fireball	Hat of Happiness
 Metal Scorpion	42	38	59	May attack twice, Is on guard, Attack may inflict a terrible blow	Scale Shield
 Metal Slime	4	5	1350	Blaze	Golden Barrette
 Mighty Healer	140	55	162	Healmore	Lifeforce Nuts
 Mimic	190	48	350	Always attacks twice, Defeat, Blazemore, Robmagic	Dancer's Costume
 Minidemon	95	43	193	Emits a freezing wind, Blazemore	Mask of Corruption
 Minon	16	18	5	Builds up power	Wing of Wyvern
 Monjar	10	8	3	-	Medical Herb
 Mystic Doll	40	300	37	Dances a strange dance, Chaos, Defense	Golden Barrette
 Necrodain	130	50	315	Swings the sword of lethargy	Zombie Mail
 Necrodon	105	70	187	Beat	Mystic Acorns
 Necrosaro (Stage 1)	800	-	-	Always attacks twice	-
 Necrosaro (Stage 2)	650	-	-	-	-
 Necrosaro (Stage 3)	1023	-	-	Emits gales of sweet breath, Firebane, Snowstorm, Beat, Increase	-
 Necrosaro (Stage 4)	700	-	-	Emits a violent blaze, Emits scorching gas, Freezing waves shoot out from fingers, Meditates silently, Heals wounds rapidly	-
 Necrosaro (Stage 5)	800	-	-	Always attacks twice, Emits scorching gas	-
 Necrosaro (Stage 6)	700	-	-	Always attacks twice, Emits scorching gas	-
 Necrosaro (Stage 7)	1023	-	-	Always attacks twice, Emits a violent blaze, Emits a gleaming, Icy gust of wind, Freezing waves shoot out from fingers, Bounce	-
 Necrosaro (Evolving look)	-	-	-	-	-
 Noctabat	220	144	495	Emits gales of sweet breath, Eerie mists stream out and engulf area	Pink Leotard
 Ogre	210	65	391	Attack may inflict a terrible blow	Fire Claw

Monster	HP	Gold	EXP	Special	Treasure
 Ogrebasher	930	137	1023	Attack may inflict a terrible blow	Club
 Orc	33	36	18	Surround	Fairy Water
 Ouphnest	25	10	80	Attack may inflict a terrible blow, Attack may paralyze, Emits gales of scorching breath, Assessing the situation, Is on guard, Upper	Chain Mail
 Ozwarg	33	20	18	Icebolt	Medical Herb
 Phantom Knight	80	47	106	Healmore	Broad Sword
 Phantom Messenger	100	54	200	Calls for reinforcements, Sap, Beat	Iron Claw
 Piranian	55	43	80	Sap, Defense	Chain Sickle
 Pit Viper	200	95	563	Attack may paralyze, Is on guard	Full Moon Herb
 Pixie	29	20	16	Speedup	Agility Seed
 Plesiodon	380	57	135	-	Silk Robe
 Plesiosaur	48	38	65	Emits a fireball	Stilleto Earrings
 Podokesaur	114	81	270	May attack twice, Healus	Agility Seed
 Poison Arrop	17	16	18	Emits poison gas	Antidote Herb
 Poison Lizard	34	21	18	Emits poison gas	Antidote Herb
 Prank Gopher	10	4	2	-	Medical Herb
 Pteranodon	41	50	36	Fireball	Agility Seed
 Rabid Hound	23	20	7	-	Wing of Wyvern
 Rabid Roover	64	60	113	Chaos	Cypress Stick
 Radimvice	820	-	6300	Always attacks twice, Infermost, Blazemore, Blizzard, Bounce	Robe of Serenity
 Raygarth	98	100	221	Emits gales of scorching breath	Iron Shield
 Razor Wind	41	34	32	Infernos	Boomerang
 Red Cyclone	80	128	403	Infermore, Infermost	Boomerang
 Red Dragon	167	215	703	Emits scorching gas, Infermost, Surround	Luck Seed
 Red Slime	10	5	2	-	Medical Herb
 Rhinoband	142	68	245	Always attacks twice, Defense, Upper	Demon Hammer
 Rhinoking	220	150	855	Always attacks twice, Bounce	Full Plate Armor
 Rhinothrope	70	39	125	-	Battle Axe
 Rogue Knight	54	49	55	Attack may inflict a terrible blow, Calls for reinforcements	Chain Mail
 Rogue Wisper	40	28	20	Is Flustered, Is Jerked Away, Damages player, Expires from exhaustion	Fairy Water
 Roric	90	-	-	Is on guard, Throws the boomerang	Medical Herb
 Runamok Albacore	47	33	75	Attack may inflict a terrible blow	Iron Helmet
 Ryvern	120	116	393	Attack may poison, Calls for reinforcements	Poison Needle
 Ryvernlord	400	254	786	Calls for reinforcements	Agility Seed

Monster	HP	Gold	EXP	Special	Treasure
 Sampson	90	-	-	Uses Medical Herb	Medical Herb
 Sand Master	30	27	22	Dances a strange dance	Basic Clothes
 Saroknight	800	-	6800	Emits a fireball, Blaze, Fireball	Sphere of Silence
 Saro's Shadow	250	60	73	Holds the sphere of silence overhead, Calls for reinforcements	Sphere of Silence
 Savnuck	80	81	125	Emits poison gas, Infermore	Antidote Herb
 Sea Lion	150	80	140	-	Ice Blade
 Seathrope	150	55	98	Attack may inflict a terrible blow	Wing of Wyvern
 Sea Worm	90	29	94	Calls for reinforcements	Medical Herb
 Sizarmage	17	13	11	Blaze	Cypress Stick
 Skeleton	52	54	53	Defense	Iron Claw
 Skull Knight	180	82	216	Calls for reinforcements, Healmore	Iron Spear
 Slime	8	2	1	-	Medical Herb
 Slime (Strong)	40	1	3	Calls for reinforcements, Turns into King Slime	Medical Herb
 Snowjive	90	151	261	Blizzard	Gum Pod
 Somna Beetle	23	15	12	Sleep, Sleepmore	Magic Potion
 Spectet	35	62	31	Dances a strange dance, Gives a hideous shrieking roar, Ironize, Bounce	Leather Hat
 Spite Spirit	250	247	965	Attack may paralyze, Gives a hideous shrieking roar, Calls for reinforcements, Summons mysterious mists, Sleepmore, Stopspell	Cloak of Evasion
 Stag Beetle	9	4	1	-	Medical Herb
 Swinger	380	53	1094	-	Demon Armor
 Tentagor	300	98	208	Always attacks twice	Lifeforce Nuts
 Thevro	25	25	15	Emits a fireball	Leather Shield
 Tricksy Urchin	35	20	450	Builds up power, Emits a fireball	-
 Troglodyte	13	10	4	Calls for reinforcements	Medical Herb
 Troubadour	?	-	-	-	-
 Tyranobat	98	74	187	Gives a hideous shrieking roar	Wing of Wyvern
 Tyranosaur	90	45	116	-	Bronze Armor
 Vampdog	38	24	36	Attack may cause sleep, Sleep	Thorn Whip
 Vampire Bat	25	23	11	-	Agility Seed
 Viceter	35	18	43	Calls for reinforcements	Medical Herb
 Vile Plant	37	34	40	Calls for reinforcements	Medical Herb
 Vivian	90	-	-	Is on guard, Fireball, Healmore, Icebolt	Medical Herb
 Weretiger	50	50	30	Gives a hideous shrieking roar	Wayfarer's Clothes
 Wilymage	130	146	477	Emits gales of scorching breath, Uses Leaf of World Tree, Firevolt	Mysterious Bolero
 Xemime	20	28	15	Dances a strange dance, Heal	Wooden Hat
 Zapangler	90	72	155	Attack may paralyze, Sleep	Full Moon Herb
 Zappersaber	30	18	25	Attack may paralyze	Full Moon Herb

1. Can I control all of my party members in battle on Chapter 5? Yes, the Game Genie Code to disable the Auto-fight in Chapter 5 is YYEXVTGE. You can use that code at any point in the game, so you do not have to start a brand new quest.

2. Where is the Stone of Drought? In Seaside Village. At night you can see a dry patch in the water, go to that same spot during the day and hit search, you will find it there.

3. How do I gain access to Gardenbur Castle? You need the Magma Staff first, which you get after you defeat Balzack in Santeem. Take the Magma Staff near the mountains that surround Gardenbur. There will be a space where there is only a single mountain in your way, use the Staff at that point to break through.

4. After I have all the party members in chapter 5, which should I keep as my main 4? That really depends on the current situation, as well as your personal preference. Some members may be too weak when you first find them, so you can keep them in the wagon where they will still gain EXP during battle in most areas. Each party member has different strengths and weaknesses, so you can rotate them often if needed. Cristo is the only one who learns the Healus spell, and you may want to always keep him in your main rotation. Taloon tends to goof off during battles, but he is good at finding treasure after defeating enemies. Mara is rather weak in battle, but learns spells that can be very devastating to opponents. Check the spells page to see which party members learn spells you may be interested in using.

5. How do I get inside of Rosa's Tower to talk to her? Play the Flute of Uncovering in a spot on the ground right before her tower. You can also spend the night at the Inn at the town of Izmit and you will see where to play the flute in a dream.

6. Where is the Flute of Uncovering? After you beat Balzack in Santeem, go back downstairs and you will be able to get into a door at the northeast of the castle that was previously guarded. It has 3 treasure chests in it, one has the Flute, and another has the Magma Staff.

Tips

- All of the weapons, armor, items, etc that each playable character has on them during their chapter will remain with them on chapter 5, but their gold will not. Right before you finish each chapter, particularly chapters 3 and 4, try to stock up on expensive weapons or armor. In chapter 3, the Sword of Malice is the best weapon to stock up on to bring with Taloon to chapter 5. Some of these items can be equipped on other members in chapter 5, or sold to increase your gold.

- The members of your party that remain in the wagon still gain EXP during battles even though they are not involved in them. The only time they do not gain EXP is in smaller caves or dungeons where the wagon is not present.

- If you are traveling for awhile, use the MP of the party members who are currently in the wagon for healing in between battles. For example, if you have Cristo in your main rotation and Nara in the wagon, use Nara to heal in between battles if needed.

- Use the Shield of Strength as an item in battle for healmore effect on the person who is carrying it. It does not need to be equipped to use in battle, just keep it on you.

- You can use the Mirror of Ra on Imposter monsters to turn them back to their original form if they have changed during battle.

After this game was released to the U.S. in October 1992, there was not another Dragon Warrior title released in North America until the year 2000, ending an 8 year drought.

Was the first game of the series to introduce friendly Slimes scattered throughout various towns that you can talk to, and who often aided you in your quest.

Was the first game to add Mini Medals that you can collect and receive rewards for.

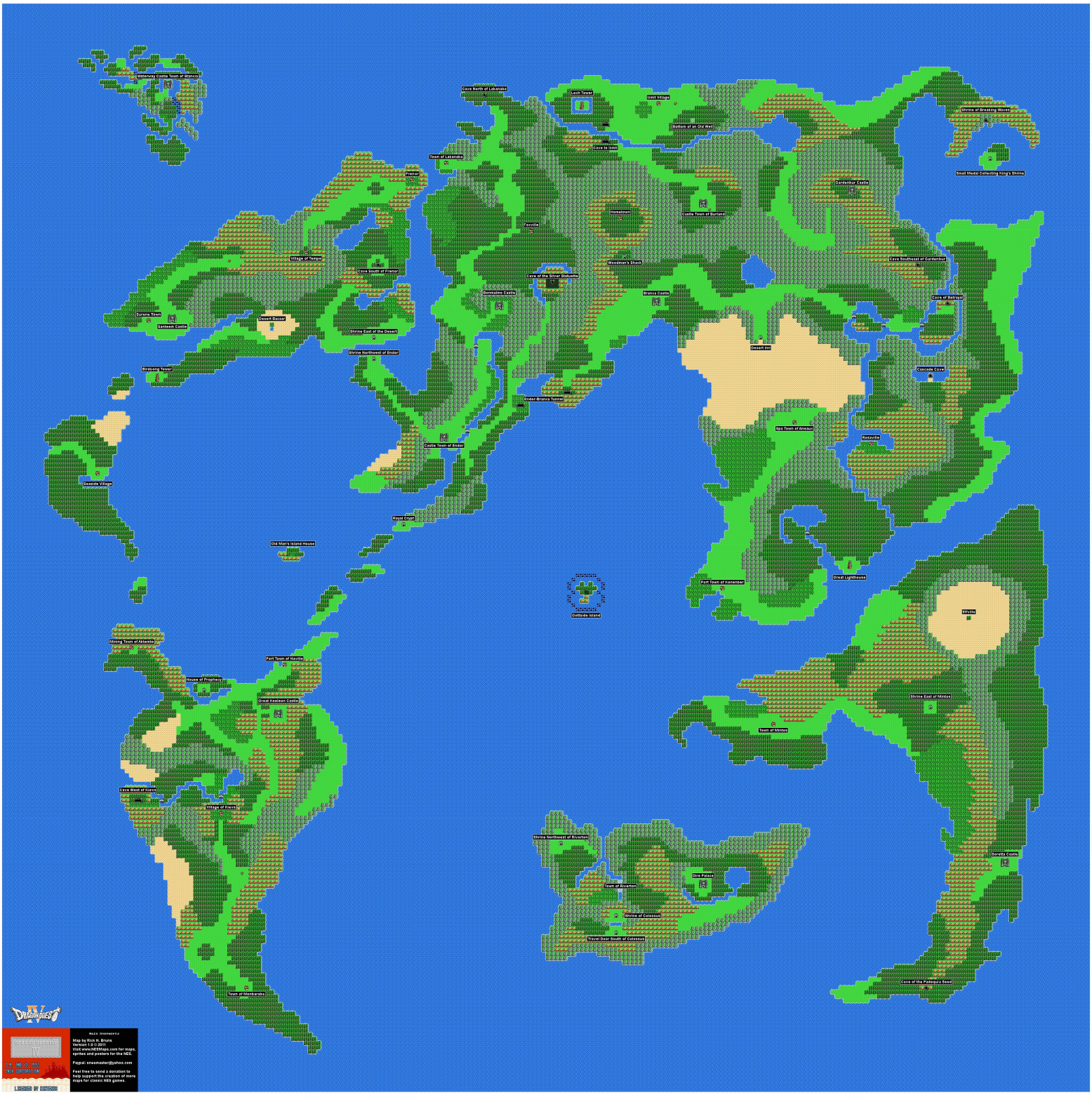
This was the first Dragon Warrior game to have no mention of Erdrick.

A wagon is introduced in this game. You can keep extra party members in the wagon and they still earn EXP in battle, except for places where the wagon can not get into like small cave entrances.

You can fly by a Hot Air Balloon in this game.

Introduced a new family of enemies known as King Slimes, which have became very popular in the series.

Many newer or non Dragon Warrior fans automatically assume this game uses the subtitle Chapters of the Chosen, when in reality that title was not used until 16 years later on the DS remake.



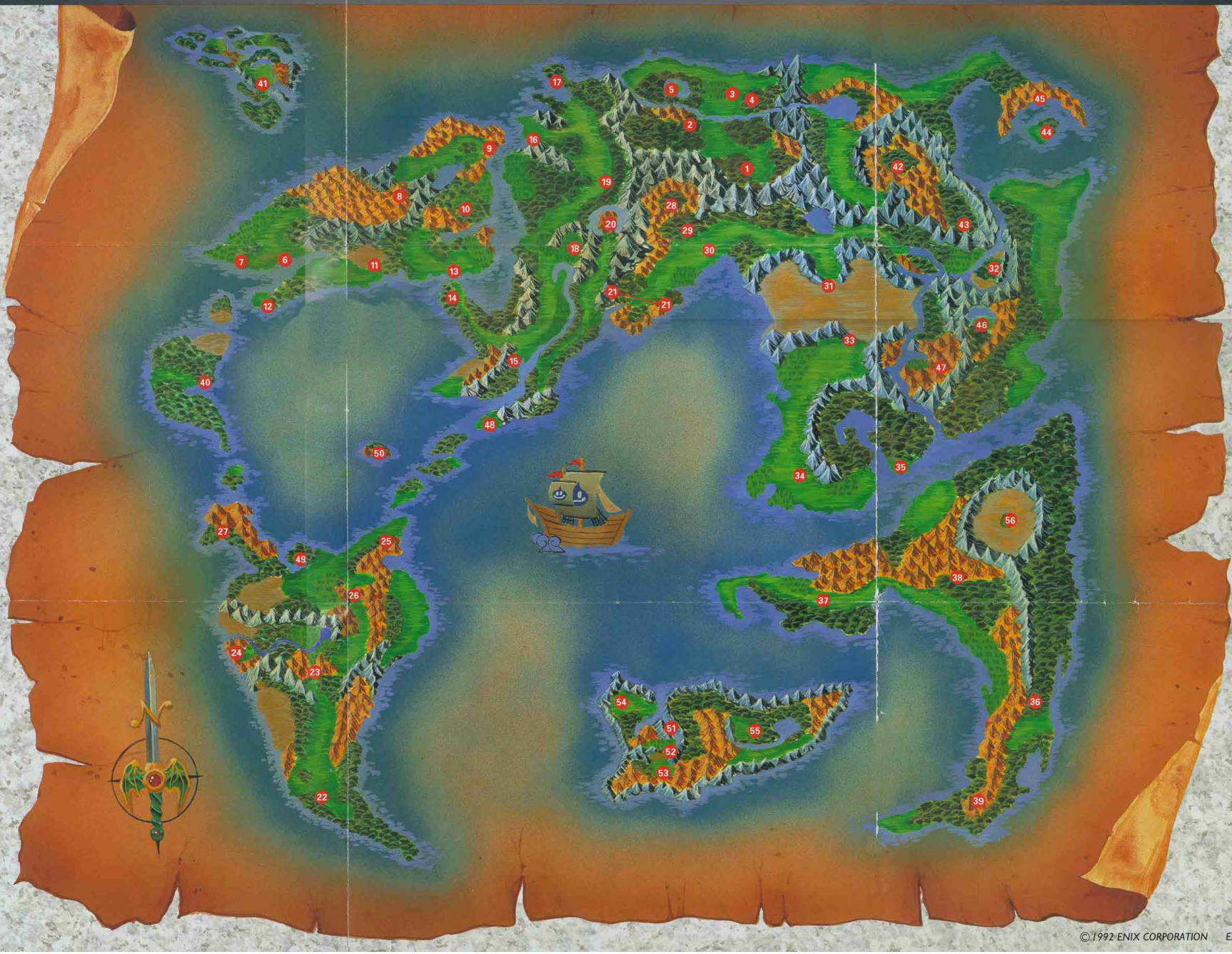
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THE WORLD OF DRAGON WARRIOR IV



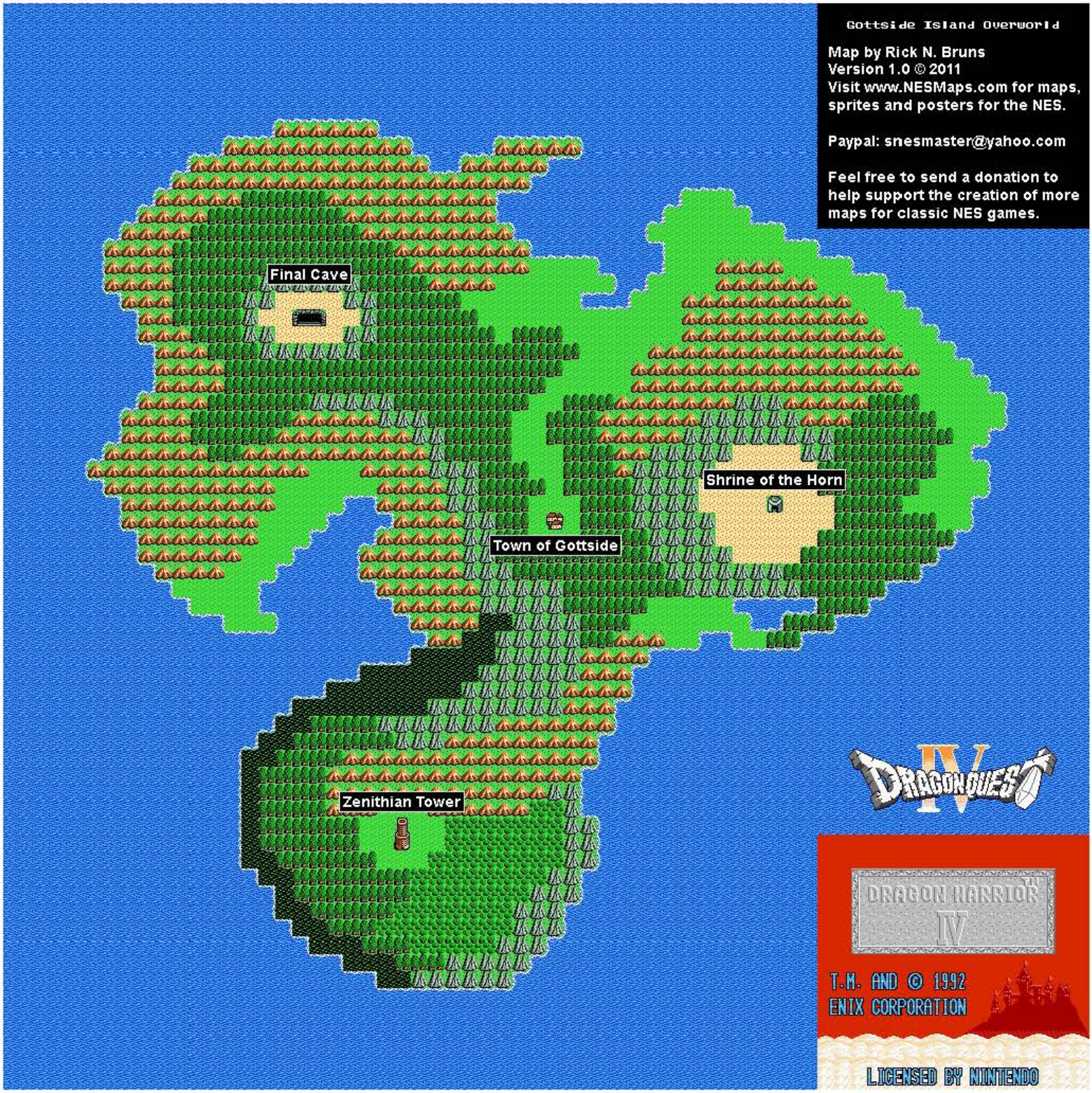
1. BURLAND
2. CAVE TO IZMIT
3. IZMIT
4. BOTTOM OF AN OLD WELL
5. LOCH TOWER
6. SANTEEM
7. SURENE
8. TEMPE
9. FRENOR
10. CAVE SOUTH OF FRENOR
11. BAZAAR
12. BIRDSONG TOWER
13. SHRINE EAST OF THE DESERT
14. SHRINE NORTHWEST OF ENDOR
15. ENDOR
16. LAKANABA
17. CAVE NORTH OF LAKANABA
18. BONMALMO
19. FOXVILLE
20. CAVE OF SILVER STATUETTE
21. TUNNEL BETWEEN ENDOR AND BRANCA
22. MONBARABA
23. KIEVS
24. CAVE WEST OF KIEVS
25. HAVILLE
26. KEELEON
27. AKTEMTO MINE
28. HOMETOWN
29. WOODMAN'S SHACK
30. BRANCA
31. DESERT INN
32. CAVE OF BETRAYAL
33. ANEAUX
34. KONENBER
35. GREAT LIGHTHOUSE
36. SORETTA
37. MINTOS
38. SHRINE EAST OF MINTOS
39. CAVE OF THE PADEQUIA
40. SEASIDE VILLAGE
41. STANCIA
42. GARDENBUR
43. CAVE SOUTHEAST OF GARDENBUR
44. CASTLE OF THE KING WHO COLLECTS SMALL MEDALS
45. SHRINE OF BREAKING WAVES
46. CASCADE CAVE
47. ROSAVILLE
48. ROYAL CRYPT
49. HOUSE OF PROPHECY
50. HOUSE OF AN ISLAND'S OLD MAN
51. RIVERTON
52. SHRINE OF COLOSSUS
53. TRAVEL DOOR SOUTH OF COLOSSUS
54. SHRINE NORTH-WEST OF RIVERTON
55. DIRE PALACE
56. ELFVILLE

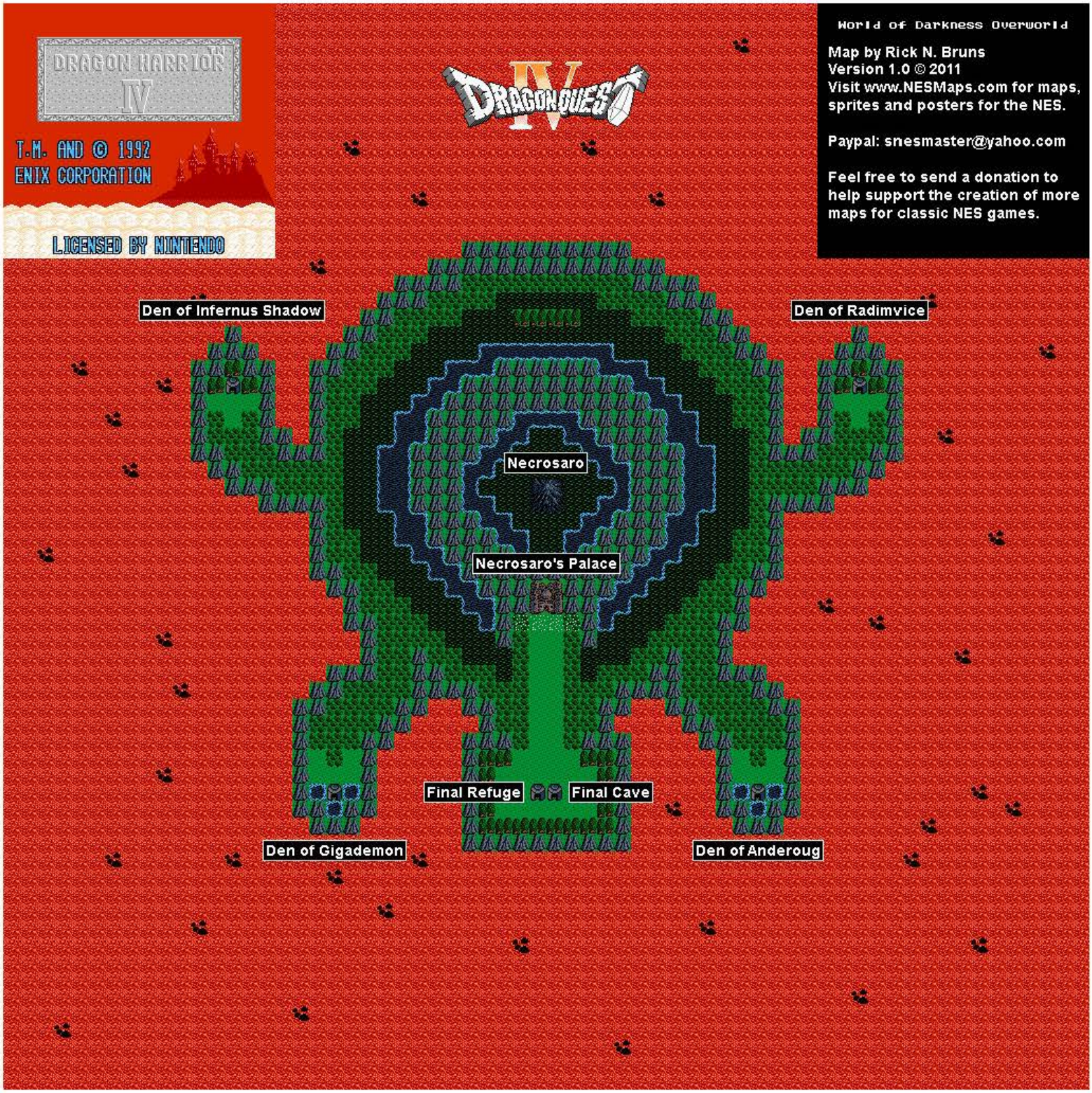
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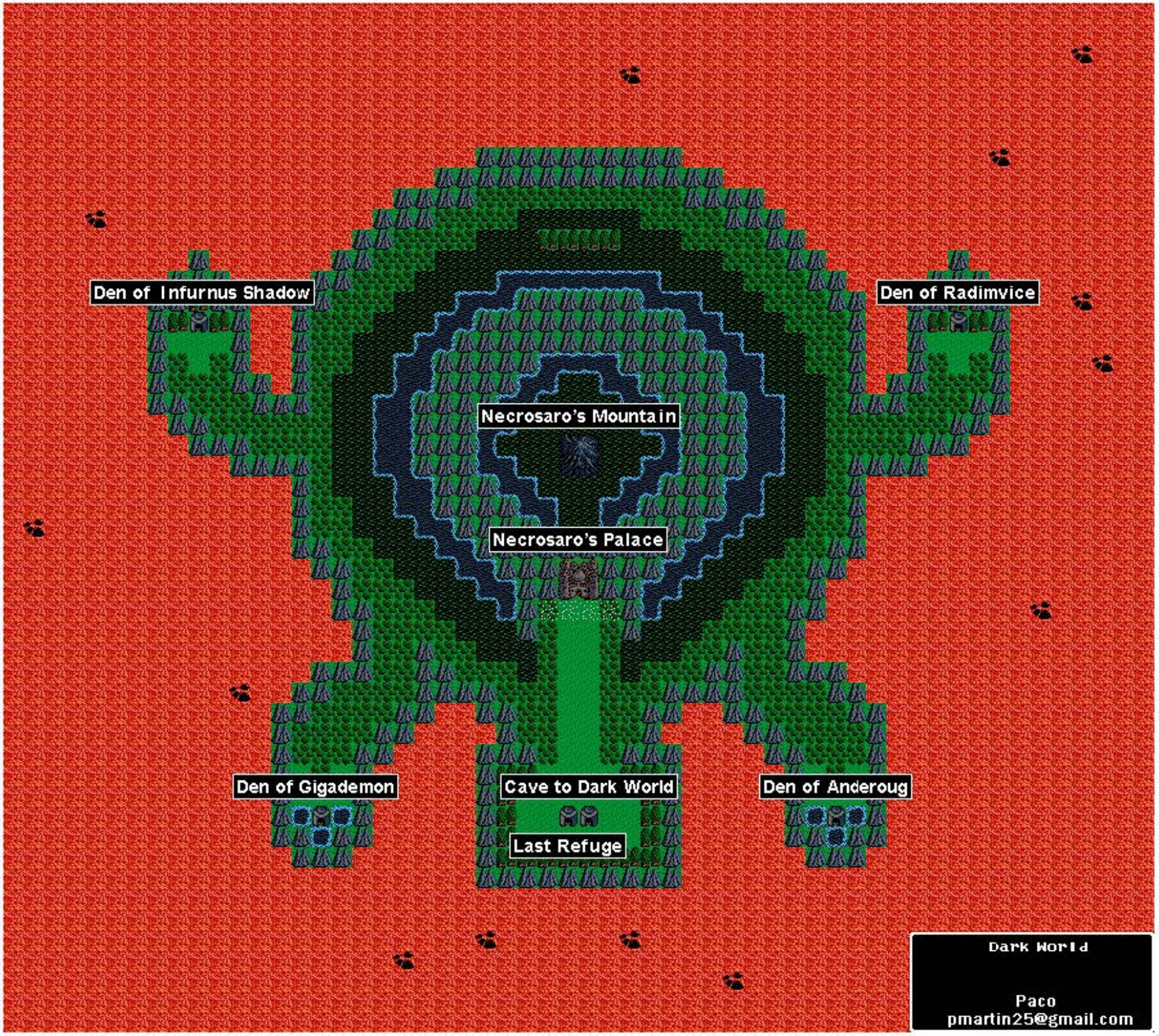
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Final Cave
Den of Gigademon
Den of Anderoug


Den of Infurnus Shadow
Den of Radimvice
Necrosaro's Mountain
Necrosaro's Palace
Den of Gigademon
Cave to Dark World
Den of Anderoug
Last Refuge
Dark World
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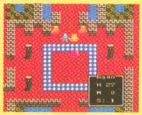
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DRAGON WARRIOR IV™



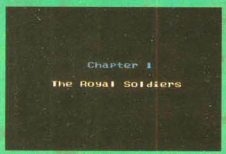
RPG fans rejoice! The fourth Dragon Warrior adventure from Enix is on the shelves and it's big! This installment features five, count 'em, five different Chapters. The first four Chapters feature different adventurers in different areas of the Dragon Warrior world. Chapter 5, larger than the first four Chapters combined, brings it all together. The Chapter concept is great. It gives a player a greater sense of accomplishment by having smaller games within a larger game. It's very important, especially with games that take a long time to complete, to attain many goals while you play. Enix aptly delivers this goal-oriented style of game playing with Dragon Warrior IV.





THE BEST YET!

Dragon Warrior fans should really dig this new adventure. There's no big changes in the graphics department, but the strong points are the variety of characters and enemies, the goal-oriented style of play and the fact that a lot of players are already familiar with the Dragon Warrior games.



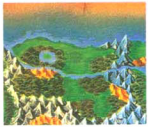
You'll assume the roles of various characters and will have the help of many other warriors.



Hordes of new (and improved!) enemies will confront you and your parties on the adventures.

Chapter 1

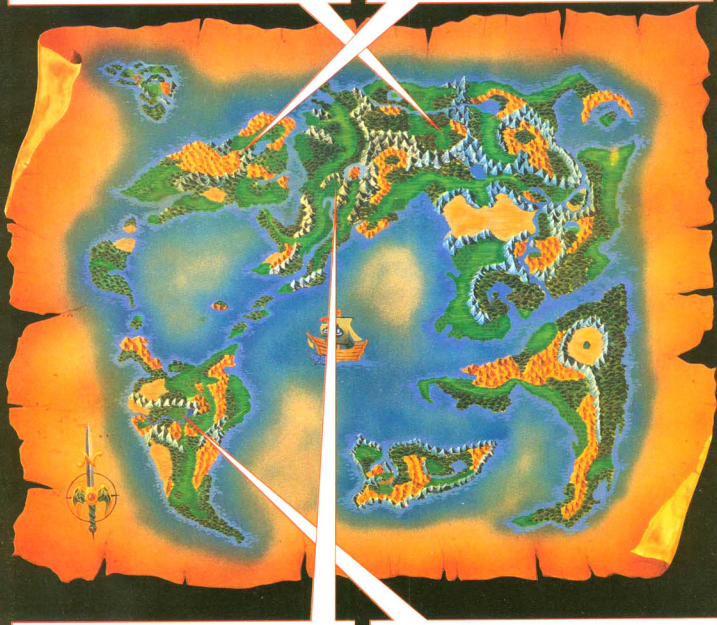
Chapter 1 is short in comparison to the other four Chapters of the game. It's not very complicated, either. This is great because it will allow players who are unfamiliar with the Dragon Warrior series a chance to get up to speed with how the game works. The goal is to find the Flying Shoes to be able to reach Loch Tower so you can rescue the children who have been kidnapped.



Chapter 2

In Chapter 2, Princess Alena of Santeem Castle dreams of one day becoming the world's foremost fighter. The King, her father, won't hear of it. Against his will, she leaves the Castle with her two companions, Cristo and Brey and sets off on a journey to find greatness. Alena will prove her strength as a fighter to her father and to everyone at the tournament in Endor.





Chapter 3

Taloon, a commoner aspiring to be the world's preeminent arms merchant, is the star of Chapter 3. He lives in Lakanaba and works as a clerk in a weapon shop there. In order to attain his goal, he sets off on a quest to own his own weapon shop. The money required to open a shop is tremendous. Taloon will have to work extremely hard to realize his goal.



Chapter 4

Two sisters, Mara, the dancer, and Nara, the fortune-teller, have revenge on their minds. Every day, they wait for Balzack, the fiend who killed their father, to come into town. Unable to wait any longer, the sisters embark on a journey of vengeance and eventually come face to face with Balzack. When Chapter 4 ends, the final chapter begins and a new Hero appears.



CHAPTER 1 THE ROYAL SOLDIERS

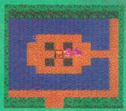
Ragnar, Captain of the Royal Soldiers of Burland Castle, risks his life daily in service to the King. Children in the surrounding lands have been disappearing at a staggering rate. It's a tragedy and it must be stopped! The King sends Ragnar to solve the problem. The children have a secret playground. There, Ragnar finds the all-important Flying Shoes that the innkeeper at Izmit Village was talking about.

THE FLYING SHOES

The Flying Shoes will be found when Ragnar discovers the location of the children's secret playground. Located in the playground is a well. Ragnar will have to jump into the well and search the maze at the bottom. The Flying Shoes are located in a chest on the second floor of the well's labyrinth. When Ragnar locates the chest and the Flying Shoes, he can use them as an Item. Aptly named, the Flying Shoes allow Ragnar to fly into the sky and cross gaps like the moat surrounding Loch Tower. Oddly enough, Ragnar will find the children at the top of Loch Tower. However, making it to the top of Loch Tower won't be an easy task. Ragnar must find strength, too.



Take Flora to her husband in Izmit's underground jail. Information is your reward.



Once Ragnar has the Flying Shoes, he can use them to get across the Loch Tower moat.



TREASURES

Medical Herb
Flying Shoes
600 Gold Pieces

CHAPTER 2 ALENA'S ADVENTURE

Alena's journey in Chapter 2 will take more time to complete and will take her to more places than Ragnar had to go to in Chapter 1. She can handle it, though. She's tough. Someone in her own village once called her a tomboy. The events that occur in Chapter 2 lead Alena to enter and compete in a tournament in Endor. She enters to save the Princess of Tempe from marrying the evil Necrosaro. She must succeed!

ALENA'S ESCAPE



First, Alena will have to deceive her father, the King, by telling him that she doesn't want to leave the castle. When the man repairing the wall in her room leaves, she can break through the wall to exit the castle. Cristo and Brey will automatically join and accompany her at this time.

COLISEUM ENEMIES

Elena must battle five foes when she enters the Endor tournament. The goal is to defeat Necrosaro. Hun is the first opponent, followed by Roric, Vivian, Sampson and Linguar. Linguar can be the most difficult because he can split his body into four parts. Alena can only attack one part at a time and three parts will not take any damage.

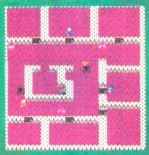


CHAPTER 3 ARMS MERCHANT

The dreams of owning his own weapon shop drives Taloon to take up his own quest in Chapter 3. There is trouble brewing between the kings of Bonmalmo and Endor. Taloon knows that if he helps to alleviate the trouble, he'll have a chance of opening up a shop of his own in Endor. With the help of a few friends and a dog named Tov, Taloon will get his own shop, but he'll have to earn well over 60,000 gold pieces.

A DOG NAMED TOV

Endor can be reached if the bridge south of Bonmalmo is repaired. Give a Wing of Wyvern to the prisoner in Bonmalmo and then visit him at his home in Lakanaba. Borrow his dog, Tov, and go to Foxville. Tov foxes out the foxes and an architect will fix the bridge.





The imprisoned man will thank you for the Wing of Wyvern.



Hide from the guards and then talk to the young man in the jail.



After he escapes, go to Lakanaba to talk to the young man.

PUT NETA TO WORK

After Taloon has opened his weapon shop in Endor, he'll still have to journey about the countryside collecting weapons, armor and gold pieces. Neta, Taloon's wife, is an excellent salesperson. While he's away, she'll work in the shop for him. Bring her weapons so she can sell them at a large profit. She'll make a lot of money for Taloon's endeavors. He'll need it!



Neta will sell weapons at the shop for a very nice profit.



The King will pay Taloon extremely well for the order he placed.

CHAPTER 4 SISTERS OF MONBARABA

Balzack, once a pupil of the great alchemist, Edgar, killed his former teacher in order to steal his greatest invention. Mara and Nara, Edgar's daughters, are determined to avenge their father's death. Mara is the greatest dancer in the land and Nara is skilled in the art of fourtune-telling and has a good knowledge of magic. First they must return to their birthplace of Kievs in order to locate Balzack.

SEEK OUT BALZACK

As they set out to locate Balzack, the first step the two sisters need to take is to talk to the king in Keeleon. With the help of some explosives acquired from the mine in Aktemto, the king's chambers can be located.



Get the explosive jar of gunpowder from the mine in Aktemto.



Use the explosives next to the Keeleon Counsel room.



Watch and follow the Counsel to the king's chambers.



After Counsel enters, Search the wall and push the button.

SPHERE OF SILENCE

When Mara and Nara finally encounter Balzack, they should immediately use the Sphere of Silence to contain the spells that he can use in battle. Without the Sphere of Silence, there's not much hope for the sisters to win the battle against Balzack.



Use the Sphere immediately after engaging the evil Balzack.



Balzack's spells will be useless. Proceed with the attack!

CHAPTER 5 THE CHOSEN ONES

All through the first four chapters of Dragon Warrior IV, you will have used characters that were provided for you. However, in Chapter 5, you get to use a new hero. When you began the game, you entered a name for yourself. This is the name that will be given to the hero. Chapter 5 brings all the previous chapters and characters together to save the world. You will travel to many places where you had previously visited and will go to many places you have not yet seen. The Evil Force that you were warned of in previous chapters is now trying to arise. With the powers of all the characters combined, the Evil Force can be repelled. Patience will be a necessity because Chapter 5 is very long.

BORROW THE WAGON

From the Desert Inn, your party will need to use Hector's horse and wagon to cross the desert. To obtain them, go to the Cave of Betrayal and get the Symbol of Faith. Seeing that you have the Symbol of Faith, Hector will allow you to use his horse and wagon.



Hector won't lend his horse and wagon to strangers.



Go to the Cave of Betrayal to get the Symbol of Faith.



Your party can now persuade Hector by using the Symbol.

THE LIGHTHOUSE FIRE

Taloon will join your party with his ship when he is able to sail out of Konenber. However, he can't set sail until the Great Lighthouse is operating normally. Find the Fire of Serenity and use it to make the lighthouse beacon shine brightly again.



Go to the Great Lighthouse and find the Fire of Serenity.



If you can douse the Evil Fire, all should be well again.



ACQUIRE THE PADEQUIA SEED



While in Mintos, Cristo, a member of Alena's party, has taken ill. Go to the Cave of Padequia to find the Padequia Seed and then take it to the King of Soretta. He will give you the medicinal Padequia Root. Use the Root to cure Cristo.



You can obtain the Padequia Seed at the Cave of Padequia.



By obtaining the Seeds, you'll be able to obtain the famed Padequia Root.



Use the Padequia Root to instantly cure Cristo's illness.

BATTLE KEELEON

Ragnar, from Chapter I, is battling soldiers in Keeleon Castle. While he's fighting, your party should be set on finding Keeleon. Upon entering the king's chambers this time, you won't find Balzack, you'll locate Keeleon. Fight and defeat him. Ragnar, the last companion, will join your party now.



Your party should go to Keeleon to find the last companion, the mighty Ragnar.



With the addition of Ragnar, your powerful party will now be complete.

GO AHEAD, MAKE HIM LAUGH

The King of Stancia says that anyone who can make him laugh will be rewarded. Go to Monbaraba and talk to the Master in the room behind the stage. Take Panon, the jester, to see the king. The Zenithian Helm will be yours if the king laughs.



Talk to the Master in the room behind the stage in Monbaraba.



Panon, the jester, should be capable of making the king laugh.

REMEMBER
Talk to everyone!

HOW IS THE FINAL KEY OBTAINED?

The Queen of Gardenbur will accuse your party of stealing the Bronze Amulet. Prove your innocence by finding the real thief in the Cave Southeast of Gardenbur. When she realizes that you're innocent she'll apologize and give you the Final Key.



Oh no! The Bronze Amulet has been stolen! Who did it? Was it you?



Find the real thief in the cave and defeat him to get the Amulet.



THE PALACE OF NECROSARO

Your party will have to face off against four hideous dragon-like bosses: Anderoug, Radimvice, Infurnus Shadow and Gigademon, before the final confrontation with the evil Necrosaro. Save your game at the Final Refuge after fighting each of them.



Be brave. Battle each monster skillfully and courageously.



Remember to save your game after defeating each boss monster.



SPECIAL TIPS

KING SLIME

When battling any kind of Slimes, allow them to call for reinforcements. When eight Slimes appear on the screen, they will transform into a King Slime. Defeat the King Slime to rake in mass quantities of Experience Points and Gold Pieces.



Let the lousy Slimes gather into a group of eight.



Battle the King Slime and reap the benefits.

DEFER TREASURE

When Taloon arrives in the Cave of the Silver Statuette in Chapter 3, leave all the Items you find in the Chests and only take the Silver Statuette. In Chapter 5, the Items in the Chests will be more important to your party. Pick them up then.



Taloon should only get the Silver Statuette in here.



Leave all of the other Items. Get them in Chapter 5.

NIGHT MOVES

When the sun goes down and night falls, the people in the castles and towns will oftentimes be doing something else, like sleeping. However, there are instances where you will need to enter a town in the evening to find out important information.



During the daytime, you can learn many things.



There are also things to discover at night, too!



O Goddess of Light! Our great and benevolent shepherdess!

Bring us salvation from these dark times!

Who are the Chosen Ones?

Are the rumors of an ancient evil ascending true?

Will you be able to unearth the truth and save those you care about?

May the protection of the Goddess go with you...

This tale is the seed of a legend everlasting. A group of diverse adventurers whose fates are intrinsically entwined have gathered, yet none are aware of their shared future. While playing through each of the five chapters, you will gain a better understanding of what events shape each adventurer's path on the way to their destiny. Prepare yourself for a new vision of an unforgettable classic.

Released on September 16th, 2001 for the Sony PlayStation, Dragon Quest 4 is the story of several heroic warriors, and their legendary quests of greatness. The game is broken up into 5 separate chapters. The first 4 chapters give you a background of each of their characters, while all of them unite in the final chapter, along with the legendary hero.



Chapter 1: Ragnar McRyan and the Mystery of the Missing Children
Once upon a time, in a far away kingdom of Burland, the Royal Knight Ragnar McRyan was ordered by the King to investigate kidnappings that had been troubling the kingdom. Did he manage to solve the mystery? There's only one way to find out...

Chapter 2: Alena and the Journey to the Tourney
Alena, precocious Tsarevna of Zamoksva, was a curious child whose skill in combat marked her out as something of a tomboy. She was forever causing trouble for her father the Tsar and his retainers. Until one day, she finally managed to escape the confines of the castle...

Chapter 3: Torneko and the Extravagant Excavation
Torneko Taloon was an apprentice merchant who was blessed with a lovely wife and son, and passed his days in peaceful obscurity. That was until he decided to set off and fulfill his dream of becoming the greatest merchant in the world...

Chapter 4: Meena and Maya and the Mahabala Mystery
Maya, a beautiful dancer, and Meena, her fortune-teller sister, set out on their travels to exact revenge on the murderer of their father, a world-renowned alchemist who was murdered several years earlier. Did the sisters ever locate their father's mysterious assassin? Play on to find out...

Chapter 5: The Chosen
Once there was a small village that stood quietly in the deepest corner of the mountains. You, the hero, lived there with your doting parents, and passed endless happy days with your best friend Eliza. But then, one day, everything changed, and your fate was altered forever...

As with a good book, you cannot start this game from the middle or at the end. You will begin with Chapter 1, and work through the rest in order. At last, you will reach the greatest challenge of all, Chapter 5. You begin Chapter 5 as the main hero alone, however you will encounter all of the characters you played as in the previous chapters, and they will join your party. You can only use 4 characters at a time, and the rest will remain in a wagon that you travel in, standing by and ready for battle when needed.

The PlayStation version of Dragon Quest 4 fixed a few issues with the original NES version. The main problem was that you were unable to control your other party members during battle in Chapter 5. On this version you are able to control them without having to use any cheat codes. Also a 6th chapter was added, and without spoiling what goes on, all that can be said is that it removes any trace of sadness that may have been left over from any of the previous chapters. It gives a wonderful ending to a true classic from the series. The PlayStation version of Dragon Quest 4 is one of the finest remakes from this franchise. It took an already great title, and turned it into a masterpiece. If there was ever any doubt or dislike fans may have had with Dragon Warrior 4, they have all been erased with the legendary remake. This version was originally supposed to be released in the United States in 2002, but was canceled. However the DS remake known as Dragon Quest 4: Chapters of the Chosen is very similar to this game, and itself is a wonderful remake for fans who missed out on the PlayStation version.

Since the PlayStation version was never translated to English, the character names from Nintendo DS have been used

 Ragnar	Ragnar is the hero of Chapter 1. His mission, handed down to him by the King of Burland, is to discover why the children of Izmit are disappearing. Ragnar must confront and destroy the evil that is behind these strange disappearances. Later on in Chapter 5, your party comes across Ragnar at Keeleon Castle, where he is about to do battle with Marquis de Leon by himself.
 Alena	Alena is the star of Chapter 2, which chronicles her adventures as the Princess of Santeem Castle. She disobeys her father's orders to stay in the castle, in order to go on an adventure to help many people on her route to becoming the champion of the Tournament at Endor. In Chapter 5, the hero meets her as she leaves the cave south of Soretta, in an attempt to help her fallen comrade, Kiryl.
 Kiryl	Kiryl is the Chancellor of Santeem Castle. He accompanies Alena in her travels during Chapter 2. In Chapter 5 you find him sick at the town inn of Mintos. To cure him you must bring him the Padequia Root, he then joins your party. Kiryl is the only character in the game who learns the Healus spell.
 Borya	Borya is Alena's Tutor, and a strong Wizard from Santeem Castle. He also accompanies Alena in Chapter 2 with Kiryl. You then find him in Chapter 5 trying to help Kiryl at the inn. Borya joins your party in hope of helping you find the Padequia Seed needed to make the Padequia Root that can cure Kiryl.
 Torneko Taloon	Taloon is a merchant from Lakanaba, and the hero of Chapter 3. His role is not to fight some supreme being, but to make money and start a profitable business. You meet up with Taloon in Chapter 5 when your character is looking for a ship to travel the ocean.
 Meena	Meena is a fortune teller, who embarks on a journey with her sister Maya in Chapter 4, to discover the truth behind their father's death. She is well versed in healing spells, and has average attack power. Meena and Maya are the first two characters to join your party in Chapter 5.
 Maya	Maya is a dancer who joins her sister Meena to investigate the death of their father Edgar, the renowned alchemist. Maya is not very strong in battle, but does not a variety of attack spells that can be very devastating to opponents.
 Hero	Legend has it a woman fell from the sky and met a woodsman. The two fell in love and had a baby, who was destined to become the greatest warrior of them all. The Hero begins his legendary journey at the start of Chapter 5. He will fight the most vicious and violent monsters, but will do so with the aid of many noble wizards and warriors who join his cause for the same purpose, ridding the world of the evil Necrosaro.
 Psaro	Psaro loathes humans, his Manslayer title likely derived from his stance on human presence. Despite this intense hatred, Psaro is remarkably kind to all other beings, notably monsters and especially the elf Rosaly. His romantic attachment to Rosaly is so strong that it drives him insane when he learns of her murder and can be freed from the Secret of Evolution's twisting power if she is revived and brought before him.

Monster	HP	Gold	EXP	Special	Treasure
 Anderoug	300	300	1030	Emits scorching gas, Calls for reinforcements	Dragon Shield
 Angel Head	14	11	7	Attack may poison	Antidote Herb
 Archbison	90	72	121	Emits gales of scorching breath	Strength Seed
 Armor Scorpion	40	44	38	Attack may inflict a terrible blow	Leather Armor
 Arrop	27	16	47	Attack may cause sleep, Calls for reinforcements	Wayfarer's Clothes
 Babble	12	8	6	Attack may poison	Antidote Herb
 Baby Salamand	40	58	59	Emits a fireball	Medical Herb
 Bakor	1000	-	7400	Builds up power, Snowstorm, Increase	Agility Seed
 Balakooda	120	69	165	Blazemore, Increase	Iron Fan
 Balzack (Chapter 4)	240	-	500	Emits a fireball, Healall, Fireball	-
 Balzack (Chapter 5)	500	-	6500	Always attacks twice, Emits a freezing wind, Snowstorm	-
 Bangler	35	30	48	Surround	Magic Potion
 Barrenth	55	68	70	-	Fur Coat
 Batoidei	72	48	103	-	Agility Seed
 Beastan	178	81	540	Attack may inflict a terrible blow	Agility Seed
 Bebanbar	100	88	211	May attack twice, Emits gales of Sweet breath, Firebane, Robmagic	Staff of Healing
 Beleth	125	70	132	Bounce, Firebane	Staff of Force
 Bellzabble	250	123	605	Attack may inflict a terrible blow, Assessing the situation, Is Dazed, Is Flustered, Farewell	Multi-edge Sword
 Bengal	100	62	115	Stopspell	Fur Coat
 Bharack	140	172	473	Calls for reinforcements	Wizard's Ring
 Big Sloth	250	99	589	Dances a strange dance, Gets Serious, Is Dazed, Blizzard, Firevolt, Infermost, Blazemore	Staff of Jubilation
 Bisonbear	80	49	89	Takes a deep breath	Iron Apron
 Bisonhawk	52	39	49	Sap	Iron Spear
 Blazeghost	12	16	6	Blaze	Fairy Water
 Blizag	86	100	286	Emits a freezing wind, Beat, Defeat	Mystic Acorns
 Bloody Hand	180	50	347	Calls for reinforcements	Gold Bracer
 Bomb Crag	300	40	150	Assessing the situation, Sacrifice	Lifeforce Nuts
 Brahmird	20	17	7	Tries a body attack	Strength Seed
 Bull Basher	250	205	870	Blizzard, Revive	Dragon Mail
 Butterfly Dragon	47	60	38	Emits a fireball, Heal	Wing of Wyvern
 Carnivore Plant	17	18	7	Calls for reinforcements	Medical Herb
 Chameleon Humanoid	40	60	136	Attack may cause sleep, Heal	Lifeforce Nuts
 Chaos Hopper	90	99	261	Always attacks twice, Assessing the situation, Chaos	Scent Pouch
 Chillanodon	85	99	261	Attack may inflict a terrible blow, Emits a freezing wind, Emits A Blizzard	Strength Seed

Monster	HP	Gold	EXP	Special	Treasure
 Clay Doll	400	15	693	Defeat, Sleepmore	Lifeforce Nuts
 Conjurer	38	31	70	Calls for reinforcements, Infernos	Luck Seed
 Crested Viper	31	25	18	Attack may poison, Defense	Feather Hat
 Curer	60	43	68	Healall	Mystic Acorns
 Dark Doriard	28	30	25	Dances a strange dance, Sleepmore	Wooden Hat
 Demighoul	134	63	558	Attack may paralyze	Zombie Mail
 Demonite	40	75	80	Emits a freezing wind, Sacrifice, Explodet, Defeat	Luck Seed
 Demon Stump	21	13	7	Uses Medical Herb	Medical Herb
 Demon Toadstool	19	15	6	Attack may poison	Medical Herb
 Diverat	14	7	3	Calls for reinforcements	Medical Herb
 Doolsnake	130	124	170	Stopspell	Golden Barrette
 Dragonit	105	100	180	Emits scorching gas	Cloak of Evasion
 Dragonpup	67	50	96	May attack twice, Calls for reinforcements	Chain Sickle
 Dragon Rider	141	108	351	Always attacks twice, Emits scorching gas	Strength Seed
 Ducksbill	22	10	14	Sap	Leather Shield
 Duke Malisto	200	226	921	Blazemost, Stopspell, Beat, Firevolt	Staff of Antimagic
 Eigerhorn	250	122	387	Looks scared, Is on guard, Snowstorm	Lifeforce Nuts
 Elefrover	28	18	14	-	Dancer's Costume
 Elerat	11	5	3	-	Leather Hat
 Esturk	900	-	15000	Always attacks twice, Emits a blizzard, Takes a deep breath, Freezing waves shoot out from fingers	-
 Fairy Dragon	123	390	655	Dances a strange dance, Emits gales of sweet breath, Chaos	Mystic Acorns
 Ferocial	200	92	447	Always attacks twice, Gives a hideous shrieking roar	Silver Tarot Cards
 Flamadog	165	205	585	Emits scorching gas	Lifeforce Nuts
 Flamer	75	52	110	Emits a fireball, Fireball	Morning Star
 Flythrope	34	47	35	Stopspell	Magic Potion
 Fury Face	130	186	225	Emits a fireball, Emits poison gas, Emits gales of sweet breath, Emits gales of scorching breath, Emits a freezing wind, Assessing the situation	Full Moon Herb
 Garcoil Rooster	52	51	50	-	Feather Hat
 Giant Bantam	31	9	20	Attack may cause sleep	Medical Herb
 Giant Eyeball	42	40	27	Is on guard, changes expression, May attack twice, Delivers a terrible blow	Medical Herb
 Giant Octapod	120	72	120	Always attacks twice, Emits a freezing wind	Boomerang
 Giant Worm	11	6	3	-	Medical Herb
 Gigademon	1023	250	4100	Always attacks twice, Is on guard, Defense	Club
 Great Ohrus	120	54	128	May attack twice	Abacus of Virtue

Monster	HP	Gold	EXP	Special	Treasure
 Great Ridon	300	20	1678	Emits a violent blaze	Multi-edge Sword
 Green Dragon	143	132	405	Emits poison gas, Calls for reinforcements	Dragon Shield
 Grislysaber	29	46	30	Attack may inflict a terrible blow, Calls for reinforcements	Copper Sword
 Guardian	300	169	1040	Always attacks twice, Emits a blizzard, Emits gales of sweet breath	Dragon Killer
 Guzzle Ray	40	24	70	Calls for reinforcements	Lifeforce Nuts
 Hambalba	90	76	144	Attack may paralyze, Emits a fireball	Full Moon Herb
 Healer	16	11	7	Heal	Medical Herb
 Hemasword	114	80	180	Attack may inflict a terrible blow, Robmagic, Upper	Broad Sword
 Hun	70	-	-	-	-
 Iceloth	75	38	85	Emits a freezing wind	Fur Coat
 Impostor	153	316	582	Assessing the situation, Transform	Mirror of Ra
 Infsnip	44	25	95	Heal, Icebolt	Iron Mask
 Infurnus Beetle	20	21	16	Emits a fireball	Club
 Infurnus Knight	58	76	77	Attack may inflict a terrible blow	Half Plate Armor
 Infurnus Sentinel	250	73	585	Blazemore, Fendspell	Chain Sickle
 Infurnus Shadow	950	-	5500	May attack twice, Emits a violent blaze, Emits a blizzard, Gives a hideous shrieking roar, Explodet	Sword of Miracles
 Jumbat	113	84	172	Attack may cause sleep, Attack may inflict a terrible blow, Sleep	Robe of Serenity
 Karon	110	91	234	Swings the staff of thunder, Vivify	Wizard's Ring
 Kaskos Hopper	8	2	1	-	Medical Herb
 Keeleon (Chapter 4)	999	-	-	Always attacks twice, Emits scorching gas, Firebane, Healall	-
 Keeleon (Chapter 5)	400	-	5100	May attacks twice, Emits a freezing wind, Fireball	Full Plate Armor
 King Healer	150	300	384	Is Flustered, Healusall	Copper Sword
 King Metal	7	20	30000	May attacks twice, Firebane	Metal Babble Helmet
 King Slime	150	150	100	Tries a body attack, Fendspell	Mystic Acorns
 Kordra	32	39	25	Attack may inflict a terrible blow	Morning Star
 Lava Doll	15	17	12	Upper	Magic Potion
 Leonar	150	119	224	Always attacks twice, Builds up power	Leather Dress
 Leaping Maskan	150	52	485	Is Jerked Away, Damages player, Expires from exhaustion, Calls for reinforcements	Iron Mask
 Lethal Armor	64	58	120	Sleepmore	Full Plate Armor
 Lethal Gopher	16	10	9	Builds up power	Strength Seed
 Liclick	43	61	28	Surround	Cypress Stick
 Lighthouse Bengal	70	350	2000	Gives a hideous shrieking roar, Heal	-
 Lilypa	21	15	13	Upper	Basic Clothes

Monster	HP	Gold	EXP	Special	Treasure
 Linguar	55	-	-	Builds up power, Emits a fireball	-
 Mad Clown	36	52	27	Fireball	Lifeforce Nuts
 Maelstrom	100	84	180	Snowstorm	Cloak of Evasion
 Magemonja	25	30	18	Icebolt	Leather Hat
 Mage Toadstool	43	30	45	Icebolt, Heal	Magic Potion
 Man O' War	40	12	35	Attack may paralyze	Full Moon Herb
 Man-Eater Chest	100	25	150	-	Cypress Stick
 Mandrake	30	17	26	Attack may inflict a terrible blow, Emits gales of sweet breath, Gives a hideous shrieking roar	Mystic Acorns
 Mantam	85	40	108	Calls for reinforcements, Assessing the situation	Wing of Wyvern
 Maskan	91	102	290	Calls for reinforcements	Wing of Wyvern
 Master Malice	1023	112	1232	Freezing waves shoot out from fingers, Blazemost, Explodet, Upper, Fendspell	Dress of Radiance
 Master Necrodain	146	139	702	Calls for reinforcements, Defeat	Lifeforce Nuts
Metal Babble	5	10	10050	Blaze, Fireball	Hat of Happiness
 Metal Scorpion	42	38	59	May attack twice, Is on guard, Attack may inflict a terrible blow	Scale Shield
 Metal Slime	4	5	1350	Blaze	Golden Barrette
 Mighty Healer	140	55	162	Healmore	Lifeforce Nuts
 Mimic	190	48	350	Always attacks twice, Defeat, Blazemore, Robmagic	Dancer's Costume
 Minidemon	95	43	193	Emits a freezing wind, Blazemore	Mask of Corruption
 Minon	16	18	5	Builds up power	Wing of Wyvern
 Monjar	10	8	3	-	Medical Herb
 Mystic Doll	40	300	37	Dances a strange dance, Chaos, Defense	Golden Barrette
 Necrodain	130	50	315	Swings the sword of lethargy	Zombie Mail
 Necrodon	105	70	187	Beat	Mystic Acorns
 Necrosaro (Stage 1)	800	-	-	Always attacks twice	-
 Necrosaro (Stage 2)	650	-	-	-	-
 Necrosaro (Stage 3)	1023	-	-	Emits gales of sweet breath, Firebane, Snowstorm, Beat, Increase	-
 Necrosaro (Stage 4)	700	-	-	Emits a violent blaze, Emits scorching gas, Freezing waves shoot out from fingers, Meditates silently, Heals wounds rapidly	-
 Necrosaro (Stage 5)	800	-	-	Always attacks twice, Emits scorching gas	-
 Necrosaro (Stage 6)	700	-	-	Always attacks twice, Emits scorching gas	-
 Necrosaro (Stage 7)	1023	-	-	Always attacks twice, Emits a violent blaze, Emits a gleaming, Icy gust of wind, Freezing waves shoot out from fingers, Bounce	-
 Noctabat	220	144	495	Emits gales of sweet breath, Eerie mists stream out and engulf area	Pink Leotard
 Ogre	210	65	391	Attack may inflict a terrible blow	Fire Claw

Monster	HP	Gold	EXP	Special	Treasure
 Ogrebasher	930	137	1023	Attack may inflict a terrible blow	Club
 Orc	33	36	18	Surround	Fairy Water
 Ouphnest	25	10	80	Attack may inflict a terrible blow, Attack may paralyze, Emits gales of scorching breath, Assessing the situation, Is on guard, Upper	Chain Mail
 Ozwarg	33	20	18	Icebolt	Medical Herb
 Phantom Knight	80	47	106	Healmore	Broad Sword
 Phantom Messenger	100	54	200	Calls for reinforcements, Sap, Beat	Iron Claw
 Piranian	55	43	80	Sap, Defense	Chain Sickle
 Pit Viper	200	95	563	Attack may paralyze, Is on guard	Full Moon Herb
 Pixie	29	20	16	Speedup	Agility Seed
 Plesiodon	380	57	135	-	Silk Robe
 Plesiosaur	48	38	65	Emits a fireball	Stilleto Earrings
 Podokesaur	114	81	270	May attack twice, Healus	Agility Seed
 Poison Arrop	17	16	18	Emits poison gas	Antidote Herb
 Poison Lizard	34	21	18	Emits poison gas	Antidote Herb
 Prank Gopher	10	4	2	-	Medical Herb
 Pteranodon	41	50	36	Fireball	Agility Seed
 Rabid Hound	23	20	7	-	Wing of Wyvern
 Rabid Roover	64	60	113	Chaos	Cypress Stick
 Radimvice	820	-	6300	Always attacks twice, Infermost, Blazemore, Blizzard, Bounce	Robe of Serenity
 Raygarth	98	100	221	Emits gales of scorching breath	Iron Shield
 Razor Wind	41	34	32	Infernos	Boomerang
 Red Cyclone	80	128	403	Infermore, Infermost	Boomerang
 Red Dragon	167	215	703	Emits scorching gas, Infermost, Surround	Luck Seed
 Red Slime	10	5	2	-	Medical Herb
 Rhinoband	142	68	245	Always attacks twice, Defense, Upper	Demon Hammer
 Rhinoking	220	150	855	Always attacks twice, Bounce	Full Plate Armor
 Rhinothrope	70	39	125	-	Battle Axe
 Rogue Knight	54	49	55	Attack may inflict a terrible blow, Calls for reinforcements	Chain Mail
 Rogue Wisper	40	28	20	Is Flustered, Is Jerked Away, Damages player, Expires from exhaustion	Fairy Water
 Roric	90	-	-	Is on guard, Throws the boomerang	Medical Herb
 Runamok Albacore	47	33	75	Attack may inflict a terrible blow	Iron Helmet
 Ryvern	120	116	393	Attack may poison, Calls for reinforcements	Poison Needle
 Ryvernlord	400	264	786	Calls for reinforcements	Agility Seed

Monster	HP	Gold	EXP	Special	Treasure
 Sampson	90	-	-	Uses Medical Herb	Medical Herb
 Sand Master	30	27	22	Dances a strange dance	Basic Clothes
 Saroknight	800	-	6800	Emits a fireball, Blaze, Fireball	Sphere of Silence
 Saro's Shadow	250	60	73	Holds the sphere of silence overhead, Calls for reinforcements	Sphere of Silence
 Savnuck	80	81	125	Emits poison gas, Infermore	Antidote Herb
 Sea Lion	150	80	140	-	Ice Blade
 Sealthrope	150	55	98	Attack may inflict a terrible blow	Wing of Wyvern
 Sea Worm	90	29	94	Calls for reinforcements	Medical Herb
 Sizarmage	17	13	11	Blaze	Cypress Stick
 Skeleton	52	54	53	Defense	Iron Claw
 Skull Knight	180	82	216	Calls for reinforcements, Healmore	Iron Spear
 Slime	8	2	1	-	Medical Herb
 Slime (Strong)	40	1	3	Calls for reinforcements, Turns into King Slime	Medical Herb
 Snowjive	90	151	261	Blizzard	Gum Pod
 Somna Beetle	23	15	12	Sleep, Sleepmore	Magic Potion
 Spectet	35	62	31	Dances a strange dance, Gives a hideous shrieking roar, Ironize, Bounce	Leather Hat
 Spite Spirit	250	247	965	Attack may paralyze, Gives a hideous shrieking roar, Calls for reinforcements, Summons mysterious mists, Sleepmore, Stopspell	Cloak of Evasion
 Stag Beetle	9	4	1	-	Medical Herb
 Swinger	380	53	1094	-	Demon Armor
 Tentagor	300	98	208	Always attacks twice	Lifeforce Nuts
 Thevro	25	25	15	Emits a fireball	Leather Shield
 Tricksy Urchin	35	20	450	Builds up power, Emits a fireball	-
 Troglodyte	13	10	4	Calls for reinforcements	Medical Herb
 Tyranobat	98	74	187	Gives a hideous shrieking roar	Wing of Wyvern
 Tyranosaur	90	45	116	-	Bronze Armor
 Vampdog	38	24	36	Attack may cause sleep, Sleep	Thorn Whip
 Vampire Bat	25	23	11	-	Agility Seed
 Viceter	35	18	43	Calls for reinforcements	Medical Herb
 Vile Plant	37	34	40	Calls for reinforcements	Medical Herb
 Vivian	90	-	-	Is on guard, Fireball, Healmore, Icebolt	Medical Herb
 Weretiger	50	50	30	Gives a hideous shrieking roar	Wayfarer's Clothes
 Wilymage	130	146	477	Emits gales of scorching breath, Uses Leaf of World Tree, Firevolt	Mysterious Bolero
 Xemime	20	28	15	Dances a strange dance, Heal	Wooden Hat
 Zapangler	90	72	155	Attack may paralyze, Sleep	Full Moon Herb
 Zappersaber	30	18	25	Attack may paralyze	Full Moon Herb

This PlayStation version of Dragon Quest 4 was supposed to be released in the United States. It was was confirmed on the back of the instruction manual for the U.S. version of Dragon Warrior 7, which had an advertisement for a PlayStation remake of Dragon Warrior 4 coming in 2002. This never happened as the U.S. version was canceled.

After the U.S. cancellation of this game, many people thought Dragon Warrior was finished in the United States. It appeared so until Dragon Quest 8 was released in 2005, marking a major rise in interest of the series in North America.

Since this game was never translated to English language, it is unknown as to what the official names of the monsters would have been, so the NES version names are usually used online.

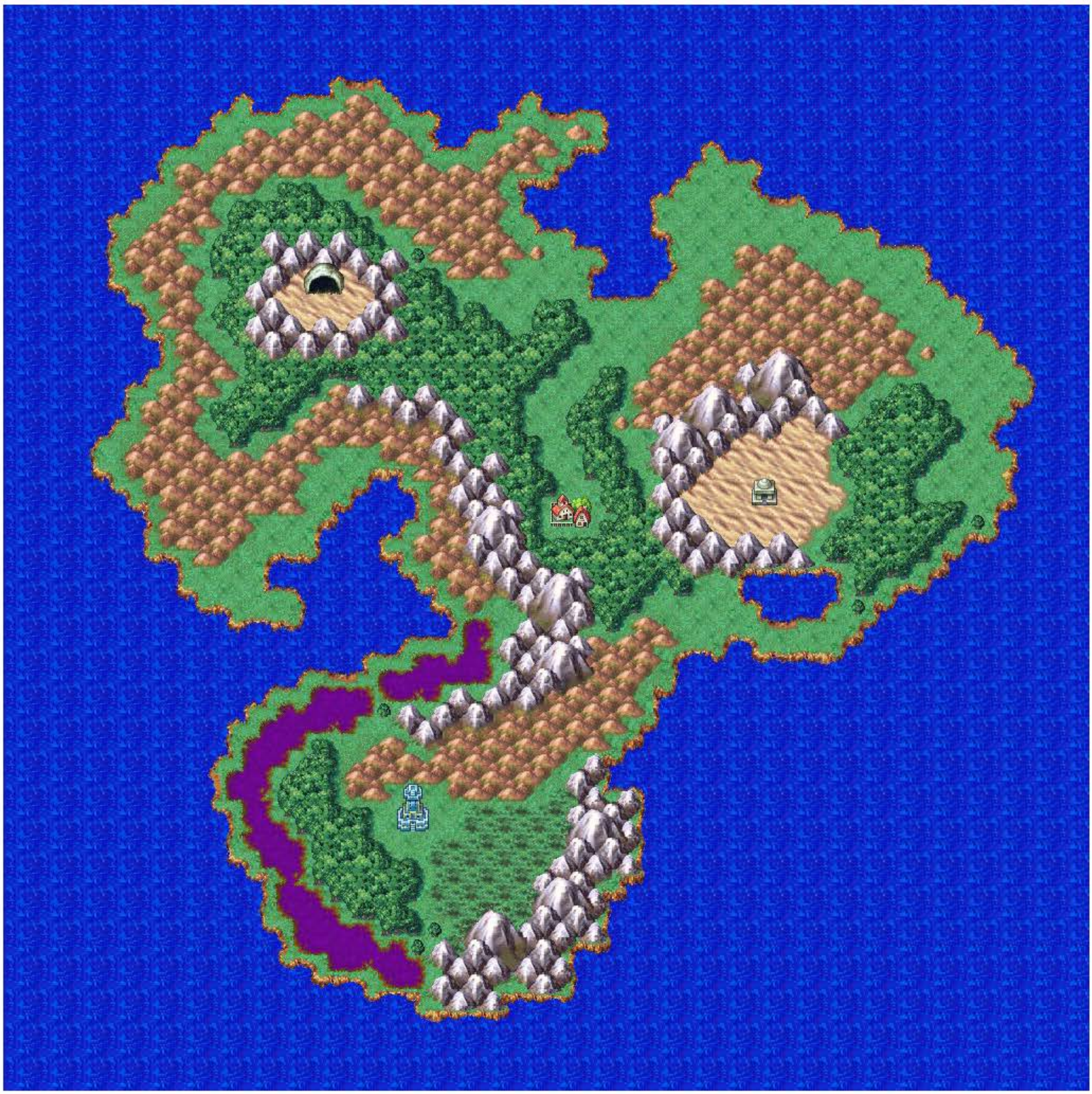
Added even more friendly Slimes from the NES version that you can talk to in towns & dungeons.

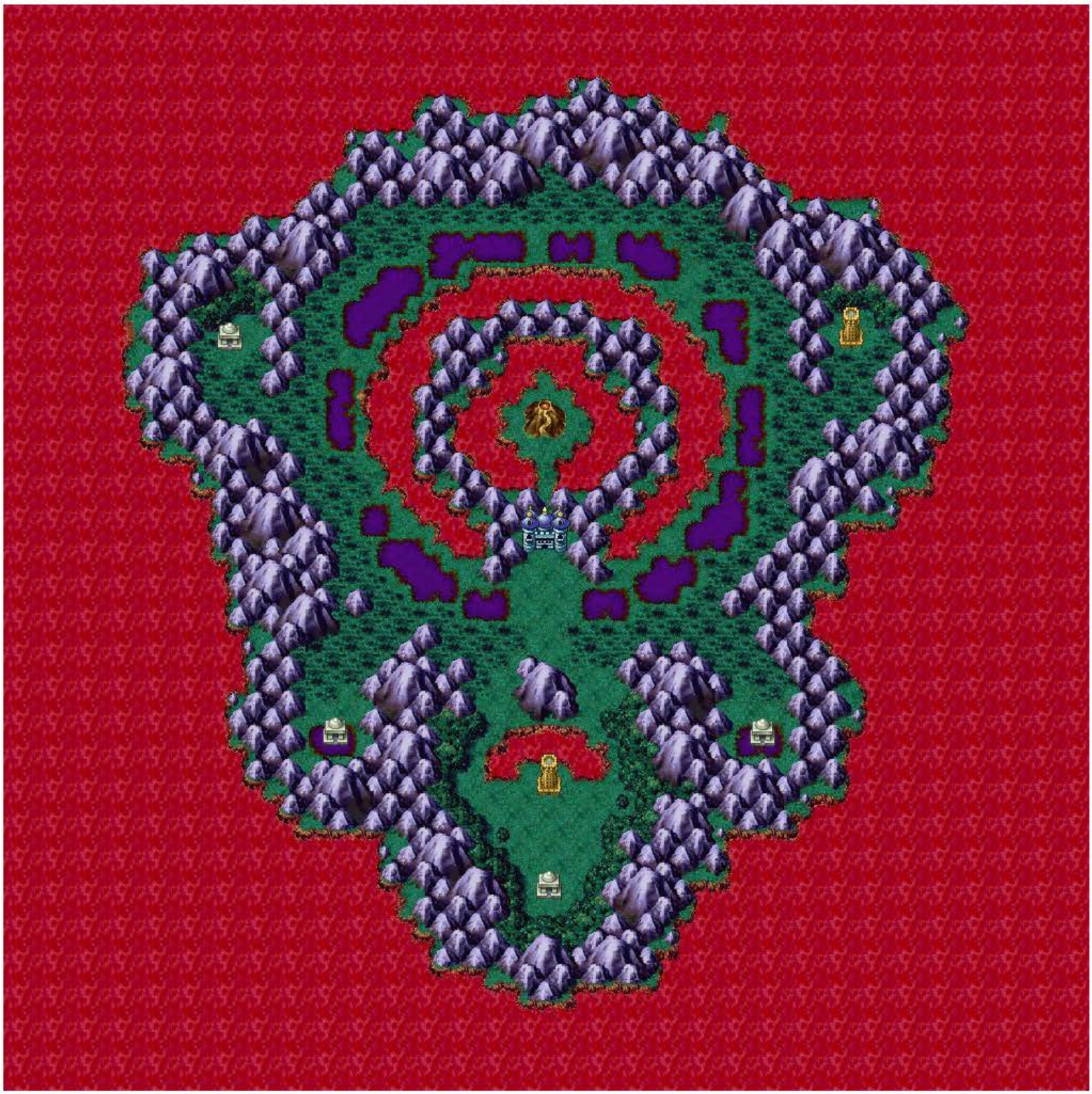
You are able to control all of your party members in Chapter 5, unlike the original NES version.

An optional Chapter 6 was added to the storyline.

The DS remake of Dragon Quest 4 is very similar to this version, including all of the extra features.











O Goddess of Light! Our great and benevolent shepherdess!

Bring us salvation from these dark times!

Who are the Chosen Ones?

Are the rumors of an ancient evil ascending true?

Will you be able to unearth the truth and save those you care about?

Dragon Quest IV: Chapters of the Chosen has begun!

May the protection of the Goddess go with you...

This tale is the seed of a legend everlasting. A group of diverse adventurers whose fates are intrinsically entwined have gathered, yet none are aware of their shared future. While playing through each of the five chapters, you will gain a better understanding of what events shape each adventurer's path on the way to their destiny. Prepare yourself for a new vision of an unforgettable classic.

Released on September 16th, 2008 for the Nintendo DS, Dragon Quest 4: Chapters of the Chosen is the story of several heroic warriors, and their legendary quests of greatness. The game is broken up into 5 separate chapters. The first 4 chapters give you a background of each of their characters, while all of them unite in the final chapter, along with the legendary hero.



Chapter 1: Ragnar McRyan and the Mystery of the Missing Children
Once upon a time, in a far away kingdom of Burland, the Royal Knight Ragnar McRyan was ordered by the King to investigate kidnappings that had been troubling the kingdom. Did he manage to solve the mystery? There's only one way to find out...

Chapter 2: Alena and the Journey to the Tourney
Alena, precocious Tsarevna of Zamoksva, was a curious child whose skill in combat marked her out as something of a tomboy. She was forever causing trouble for her father the Tsar and his retainers. Until one day, she finally managed to escape the confines of the castle...

Chapter 3: Torneko and the Extravagant Excavation
Torneko Taloon was an apprentice merchant who was blessed with a lovely wife and son, and passed his days in peaceful obscurity. That was until he decided to set off and fulfill his dream of becoming the greatest merchant in the world...

Chapter 4: Meena and Maya and the Mahabala Mystery
Maya, a beautiful dancer, and Meena, her fortune-teller sister, set out on their travels to exact revenge on the murderer of their father, a world-renowned alchemist who was murdered several years earlier. Did the sisters ever locate their father's mysterious assassin? Play on to find out...

Chapter 5: The Chosen
Once there was a small village that stood quietly in the deepest corner of the mountains. You, the hero, lived there with your doting parents, and passed endless happy days with your best friend Eliza. But then, one day, everything changed, and your fate was altered forever...

As with a good book, you cannot start this game from the middle or at the end. You will begin with Chapter 1, and work through the rest in order. At last, you will reach the greatest challenge of all, Chapter 5. You begin Chapter 5 as the main hero alone, however you will encounter all of the characters you played as in the previous chapters, and they will join your party. You can only use 4 characters at a time, and the rest will remain in a wagon that you travel in, standing by and ready for battle when needed.

The DS version of Dragon Quest 4 fixed a few issues with the original NES version. The main problem was that you were unable to control your other party members during battle in Chapter 5. On the DS version you are able to control them without having to use any cheat codes. Also a 6th chapter was added, and without spoiling what goes on, all that can be said is that it removes any trace of sadness that may have been left over from any of the previous chapters. It gives a wonderful ending to a true classic from the series. Dragon Quest 4: Chapters of the Chosen is one of the finest remakes from this franchise. It took an already great title, and turned it into a masterpiece. If there was ever any doubt or dislike fans may have had with Dragon Warrior 4, they have all been erased with the legend known as Chapters of the Chosen.

 Ragnar	Ragnar is the hero of Chapter 1. His mission, handed down to him by the King of Burland, is to discover why the children of Izmit are disappearing. Ragnar must confront and destroy the evil that is behind these strange disappearances. Later on in Chapter 5, your party comes across Ragnar at Keeleon Castle, where he is about to do battle with Marquis de Leon by himself.
 Alena	Alena is the star of Chapter 2, which chronicles her adventures as the Princess of Santeem Castle. She disobeys her father's orders to stay in the castle, in order to go on an adventure to help many people on her route to becoming the champion of the Tournament at Endor. In Chapter 5, the hero meets her as she leaves the cave south of Soretta, in an attempt to help her fallen comrade, Kiryl.
 Kiryl	Kiryl is the Chancellor of Santeem Castle. He accompanies Alena in her travels during Chapter 2. In Chapter 5 you find him sick at the town inn of Mintos. To cure him you must bring him the Padequia Root, he then joins your party. Kiryl is the only character in the game who learns the Healus spell.
 Borya	Borya is Alena's Tutor, and a strong Wizard from Santeem Castle. He also accompanies Alena in Chapter 2 with Kiryl. You then find him in Chapter 5 trying to help Kiryl at the inn. Borya joins your party in hope of helping you find the Padequia Seed needed to make the Padequia Root that can cure Kiryl.
 Torneko Taloon	Taloon is a merchant from Lakanaba, and the hero of Chapter 3. His role is not to fight some supreme being, but to make money and start a profitable business. You meet up with Taloon in Chapter 5 when your character is looking for a ship to travel the ocean.
 Meena	Meena is a fortune teller, who embarks on a journey with her sister Maya in Chapter 4, to discover the truth behind their father's death. She is well versed in healing spells, and has average attack power. Meena and Maya are the first two characters to join your party in Chapter 5.
 Maya	Maya is a dancer who joins her sister Meena to investigate the death of their father Edgar, the renowned alchemist. Maya is not very strong in battle, but does not a variety of attack spells that can be very devastating to opponents.
 Hero	Legend has it a woman fell from the sky and met a woodsman. The two fell in love and had a baby, who was destined to become the greatest warrior of them all. The Hero begins his legendary journey at the start of Chapter 5. He will fight the most vicious and violent monsters, but will do so with the aid of many noble wizards and warriors who join his cause for the same purpose, ridding the world of the evil Necrosaro.
 Psaro	Psaro loathes humans, his Manslayer title likely derived from his stance on human presence. Despite this intense hatred, Psaro is remarkably kind to all other beings, notably monsters and especially the elf Rosaly. His romantic attachment to Rosaly is so strong that it drives him insane when he learns of her murder and can be freed from the Secret of Evolution's twisting power if she is revived and brought before him.

Monster	HP	Gold	EXP	Treasure
 Aamon	1800	-	6300	-
 Abominable Showman	100	-	-	-
 Abracadabrador	100	81	125	Antidotal Herb
 Abulldon	250	205	670	Dragon Mail
 Air Rat	11	7	3	Medicinal Herb
 Armoured Scorpion	45	44	39	Leather Hat
 Axolotl	70	60	113	Cypress Stick
 Baalzack	760	-	6500	-
 Bagworm	16	18	5	Chimaera Wing
 Balzack	425	-	500	-
 Bantamweight	27	9	20	Medicinal Herb
 Barbatos	3300	-	5500	Miracle Sword
 Barracuda	47	33	75	Iron Helmet
 Bedbug	19	15	12	Magic Water
 Beelzebuzz	250	123	570	Double-Edged Sword
 Beleth	100	70	132	Somatic Staff
 Blinkster	31	20	18	Medicinal Herb
 Blizzybody	80	100	286	Seed of Magic
 Bloody Blade	70	80	180	Steel Broadsword
 Bloody Hand	180	50	347	Gold Bracer
 Bodkin Archer	16	15	13	Plain Clothes
 Bodkin Bowyer	30	16	47	Wayfarer's Clothes
 Bodkin Fletcher	17	16	18	Antidotal Herb
 Bone Baron	146	139	543	Seed of Life
 Bubble Slime	10	8	6	Antidotal Herb
 Buffalo Wing	45	39	49	Iron Lance
 Bulldozer	70	72	121	Seed of Strength
 Bullfinch	18	17	7	Seed of Strength
 Bullion	200	92	447	Silver Tarot Cards
 Cannibox	100	25	150	Chain Mail
 Carnivine	15	18	7	Medicinal Herb
 Cerberuff	300	95	435	Musk
 Cheater Cheetah	90	62	115	Fur Coat
 Cheeky Tiki	100	102	290	F. Knife Earrings
 Chicken Poxer	90	40	108	Chimaera Wing

Monster	HP	Gold	EXP	Treasure
 Chillanodon	75	33	104	Seed of Strength
 Chow Mein	3200	560	9800	Seed of Life
 Cocoon Goon	26	10	80	Chain Mail
 Crack-billed Platypunk	22	30	18	Leather Hat
 Crested Viper	20	25	18	Feathered Cap
 Croaked King	400	110	740	Prayer Ring
 Cureslime	60	43	68	Seed of Magic
 Cyclown	33	34	32	Hunter's Bow
 Damselfly	123	390	615	Seed of Magic
 Dangler Fish	35	30	48	Magic Water
 Decayurion	300	72	563	Zombie Mail
 Demonspawn	150	247	586	Cloak of Evasion
 Demon Thunderer	200	95	480	Seed of Resilience
 Devilfish	100	72	120	Hunter's Bow
 Dirty Dogu	12	17	12	Magic Water
 Div	350	160	712	Seed of Agility
 Dragon Pup	60	50	96	Chain Sickle
 Dragon Rider	140	108	361	Seed of Strength
 Dragooner	250	169	740	Dragonsbane
 Draguar	250	205	670	Dragon Mail
 Drakulard	450	130	935	Seed of Life
 Drooling Ghoul	134	63	448	Zombie Mail
 Elepus	22	18	14	Dancer's Costume
 Emperor Wyvern	400	254	786	Seed of Agility
 Eoraptor	100	45	116	Bronze Armour
 Erazor Blade	24	46	30	Copper Sword
 Estark	2700	-	15000	-
 Fat Bat	120	84	172	Robe of Serenity
 Featherweight	45	51	50	Feathered Cap
 Fire Beatle	18	21	16	Oaken Club
 Firespirit	18	16	6	Holy Water
 Flamethrower	75	52	110	Holy Lance
 Float-o-copier	153	316	592	Ra's Mirror
 Flyguy	29	47	35	Magic Water
 Flying Doctor	40	60	38	Chimaera Wing

Monster	HP	Gold	EXP	Treasure
 Foo Dog	19	20	7	Chimaera Wing
 Foo Yung	2800	850	12000	Seed of Magic
 Freeze Fly	100	151	261	Horse Manure
 Frolicker	27	61	28	Cypress Stick
 Fuddlestick	70	99	261	Musk
 Funghoul	18	15	6	Medicinal Herb
 Glugworm	70	29	94	Medicinal Herb
 Gnucifer	300	121	685	Death Mask
 Green Dragon	100	132	405	Dragon Shield
 Grim Keeper	200	73	585	Chain Sickle
 Grim Rider	200	82	216	Iron Lance
 Healslime	14	11	7	Medicinal Herb
 Hellion	140	119	224	Leather Dress
 Hell Raiser	80	91	234	Prayer Ring
 Hellspawn	120	186	225	Moonwort Bulb
 High Djinks	300	117	710	Boxer Shorts
 Hoodoo Gooroo	70	54	200	Iron Claw
 Horny Devil	11	11	7	Antidotal Herb
 Hot Dog	165	205	515	Seed of Life
 Humbaba	70	76	144	Moonwort Bulb
 Imp	31	75	80	Seed of Resilience
 Incineraytor	98	100	221	Iron Shield
 Infernal Armour	55	76	77	Iron Armour
 Jinkster	35	52	27	Seed of Life
 Joojoo Gooroo	130	146	477	Glombolero
 Juggular	350	142	680	Mighty Armlet
 Killer Gila	23	21	18	Antidotal Herb
 King Cureslime	150	300	384	Copper Sword
 King Slime	140	150	100	Seed of Magic
 Knightshade	150	92	450	Cautery Sword
 Komodo	28	39	25	Holy Lance
 Lethal Armour	55	58	120	Full Plate Armour
 Lickspittle	11	10	4	Medicinal Herb
 Liquid Metal Slime	4	10	10050	Happy Hat
 Lost Soul	40	28	20	Holy Water

Monster	HP	Gold	EXP	Treasure
 Lugworm	24	27	22	Plain Clothes
 Mad Mole	14	10	9	Seed of Strength
 Mandragore	30	17	26	Seed of Magic
 Mangler Fish	75	72	155	Moonwort Bulb
 Man o' War	40	12	35	Moonwort Bulb
 Marquis de Leon	900	-	5100	Full Plate Armour
 Master Kung	42	60	136	Seed of Life
 Maulrus	175	80	140	Icicle Dirk
 Medislime	60	55	162	Seed of Life
 Metal King Slime	6	20	30010	Liquid Metal Helm
 Metal Scorpion	55	38	59	Scale Shield
Metal Slime	3	5	1350	Golden Tiara
 Mimic	180	48	350	Dancer's Costume
 Minidemon	80	43	193	Death Mask
 Mischievous Mole	8	4	2	Medicinal Herb
 Moosifer	200	122	397	Seed of Life
 Mouseflap	10	5	3	Leather Hat
 Mushroom Mage	34	30	45	Magic Water
 Night Clubber	375	137	1023	Oaken Club
 Night Emperor	220	144	496	Pink Leotard
 Night Rider	300	20	1678	Double-Edged Sword
 Octophant	230	98	208	Seed of Life
 Ogre	300	65	391	Fire Claw
 Pandora's Box	900	260	1250	Pink Leotard
 Paralyslicer	24	18	25	Moonwort Bulb
 Peeper	28	62	31	Leather Hat
 Periwinkle	160	83	356	Seed of Wisdom
 Pickayune	20	36	18	Holy Water
 Pickeerer	145	172	573	Prayer Ring
 Picksy	20	40	32	Seed of Agility
 Picuda	90	69	165	Iron Fan
 Pit Viper	200	95	563	Moonwort Bulb
 Platinum King Jewel	200	700	65000	Kerplunk Bracer
 Platypunk	10	8	3	Medicinal Herb
 Pocus Poppet	35	300	37	Golden Tiara

Monster	HP	Gold	EXP	Treasure
 Podokesaurus	114	81	270	Seed of Agility
 Powie Yowie	65	38	85	Fur Coat
 Preying Manta	40	24	70	Seed of Life
 Prince of Darkness	200	226	684	Staff of Antimagic
 Prism Peacock	400	155	885	Seed of Magic
 Prustas	2100	250	4100	Oaken Club
 Psaro	2000	-	-	HP is 1500 to 2000 for all 7 stages
 Psaro	2000	-	-	HP is 1500 to 2000 for all 7 stages
 Psaro's Pawn	200	60	73	-
 Pteranodon	40	50	36	Seed of Agility
 Pterygotus	43	25	95	Iron Mask
 Rashaverak	500	300	1020	Dragon Shield
 Ratatattack	33	18	43	Medicinal Herb
 Red Dragon	167	215	603	Seed of Resilience
 Restless Armour	42	49	55	Chain Mail
 Rhinoceraxe	142	68	245	Hela Hammer
 Rhinocerex	220	150	665	Full Plate Armour
 Rhinothrope	65	39	126	Battle-Axe
 Rockbomb	300	40	150	Seed of Life
 Salamander Fry	30	58	59	Medicinal Herb
 Sand Viper	130	124	170	Golden Tiara
 Sasquash	220	99	589	Thalian Staff
 Scarewell	100	100	360	Ruby of Protection
 Scissor Beatle	8	4	1	Medicinal Herb
 Seasaur	400	150	640	Seed of Strength
 Sekerleton	110	50	315	Zombie Mail
 Shelligator	150	77	415	Demon Spear
 She-slime	9	5	2	Medicinal Herb
 Sir Roseguardin	1200	-	6800	Sphere of Silence
 Skeleton Soldier	60	47	106	Steel Broadsword
 Skeleton Swordsman	50	54	53	Iron Claw
 Slime	7	2	1	Medicinal Herb
 Slimification	30	1	3	Medicinal Herb
 Spinchilla	100	84	180	Cloak of Evasion
 Spitfire	100	100	180	Cloak of Evasion
 Splatypunk	20	10	14	Leather Shield
 Strangler Fish	55	43	80	Chain Sickle

Monster	HP	Gold	EXP	Treasure
 Stump Chump	16	13	7	Medicinal Herb
 Stump Grump	15	30	25	Hardwood Headwear
 Sweaty Yeti	45	68	70	Fur Coat
 Swingre	380	53	1094	Hela's Armour
 Teaky Mask	150	52	485	Iron Mask
 Terminonatator	380	57	135	Silk Robe
 Terracotta Warrior	400	16	693	Seed of Life
 Terroflyer	90	74	187	Chimaera Wing
 Terromodon	92	70	187	Seed of Magic
 Testudogre	300	200	750	Hela's Armour
 Thorny Devil	24	25	15	Leather Shield
 Tigergram	70	350	2000	-
 Togre	300	142	525	Spiked Armour
 Tricksy	35	20	450	-
 Tuskateer	120	55	98	Chimaera Wing
 Ultraviolent Ray	80	48	103	Seed of Agility
 Vampire Bat	20	23	11	Seed of Agility
 Vampire Battler	33	24	36	Divine Dagger
 Venus Guytrap	35	34	40	Seed of Resilience
 Vis Mager	1023	112	1232	Shimmering Dress
 Voodoo Gooroo	90	88	211	Staff of Salvation
 Walking Stick	7	2	1	Medicinal Herb
 War-rus	120	54	128	Astraea's Abacus
 Weartiger	52	50	30	Wayfarer's Clothes
 Well Wisher	200	67	574	Seed of Strength
 Whirly Girly	70	128	403	Hunter's Bow
 Whizzard	35	31	70	Seed of Resilience
 Wiggly	10	6	3	Medicinal Herb
 Wild Beast	60	49	89	Iron Apron
 Wilder Beast	178	81	480	Seed of Agility
 Wimp	20	28	15	Hardwood Headwear
 Winkster	15	13	11	Cypress Stick
 Winky	42	40	27	Medicinal Herb
 Woolungasaurus	48	38	65	F. Knife Earrings
 Wyvern	100	116	393	Poison Needle

This is the first and only version of Dragon Quest 4 to use the Chapters of the Chosen subtitle.

Added even more friendly Slimes from the NES version that you can talk to in towns & dungeons.

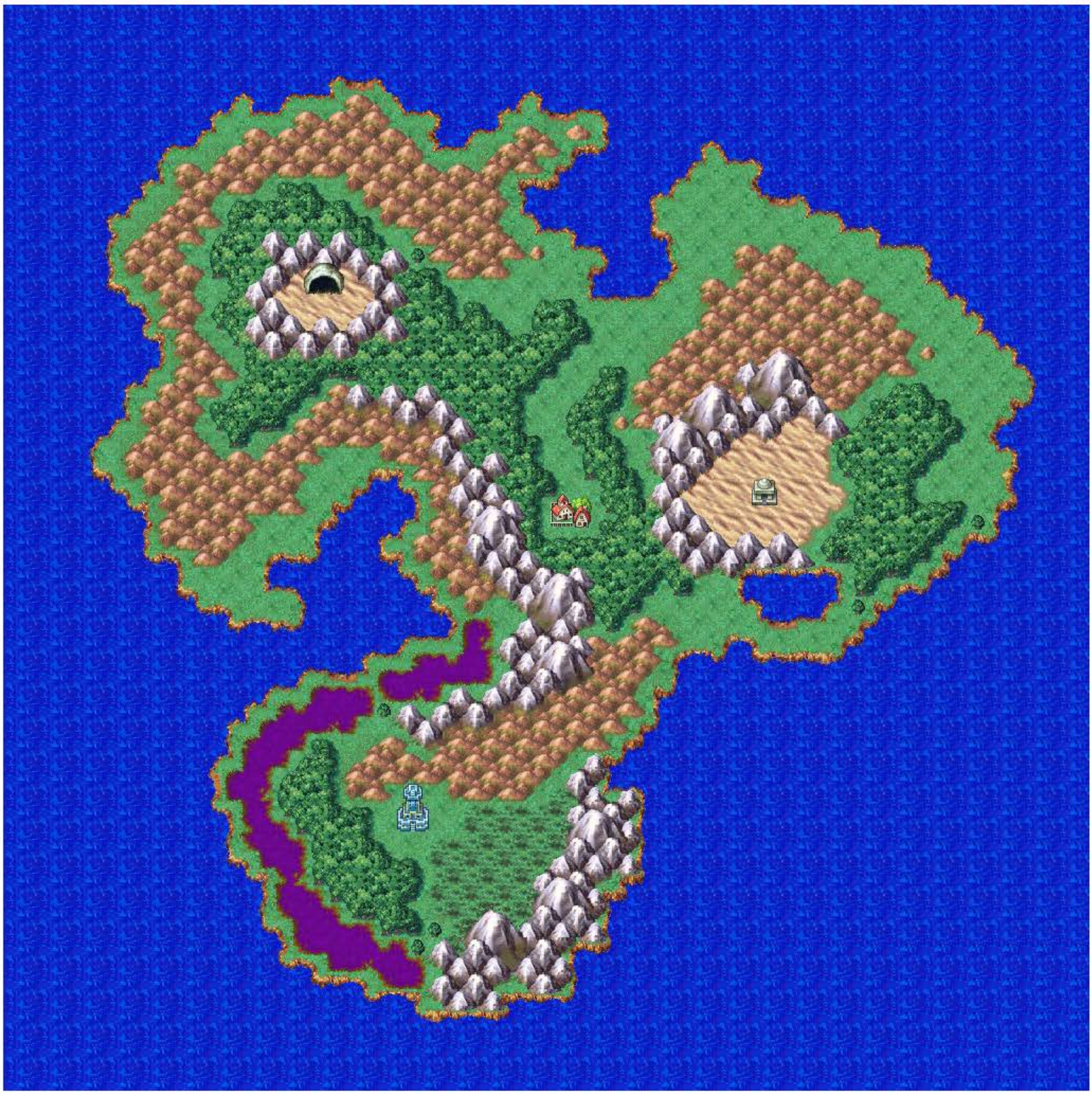
You are able to control all of your party members in Chapter 5, unlike the original NES version.

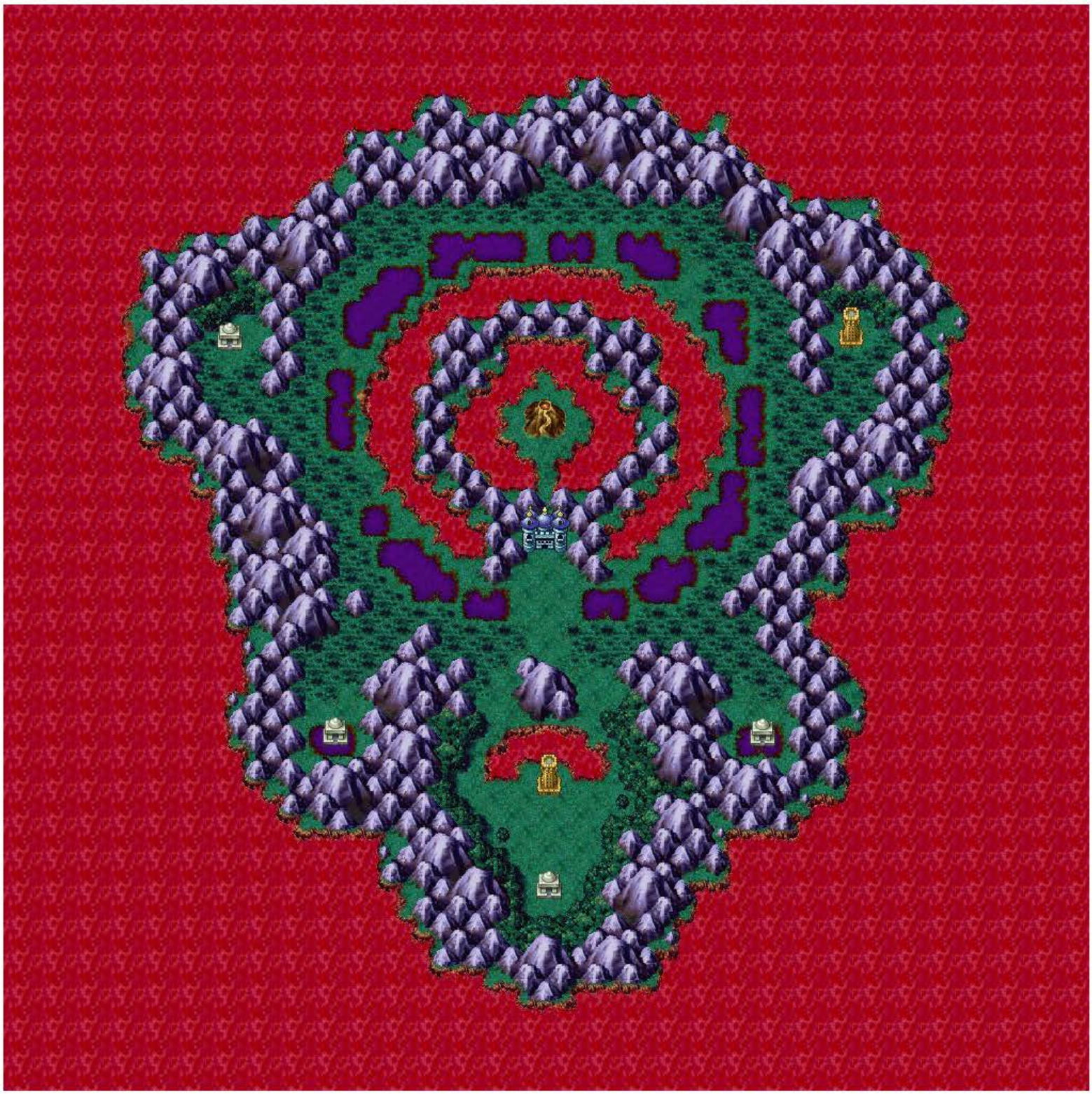
An optional Chapter 6 was added to the storyline.

A few of the characters names have been changed from the NES version. Nara is now Meena, and Cristo is Kiryl, etc.

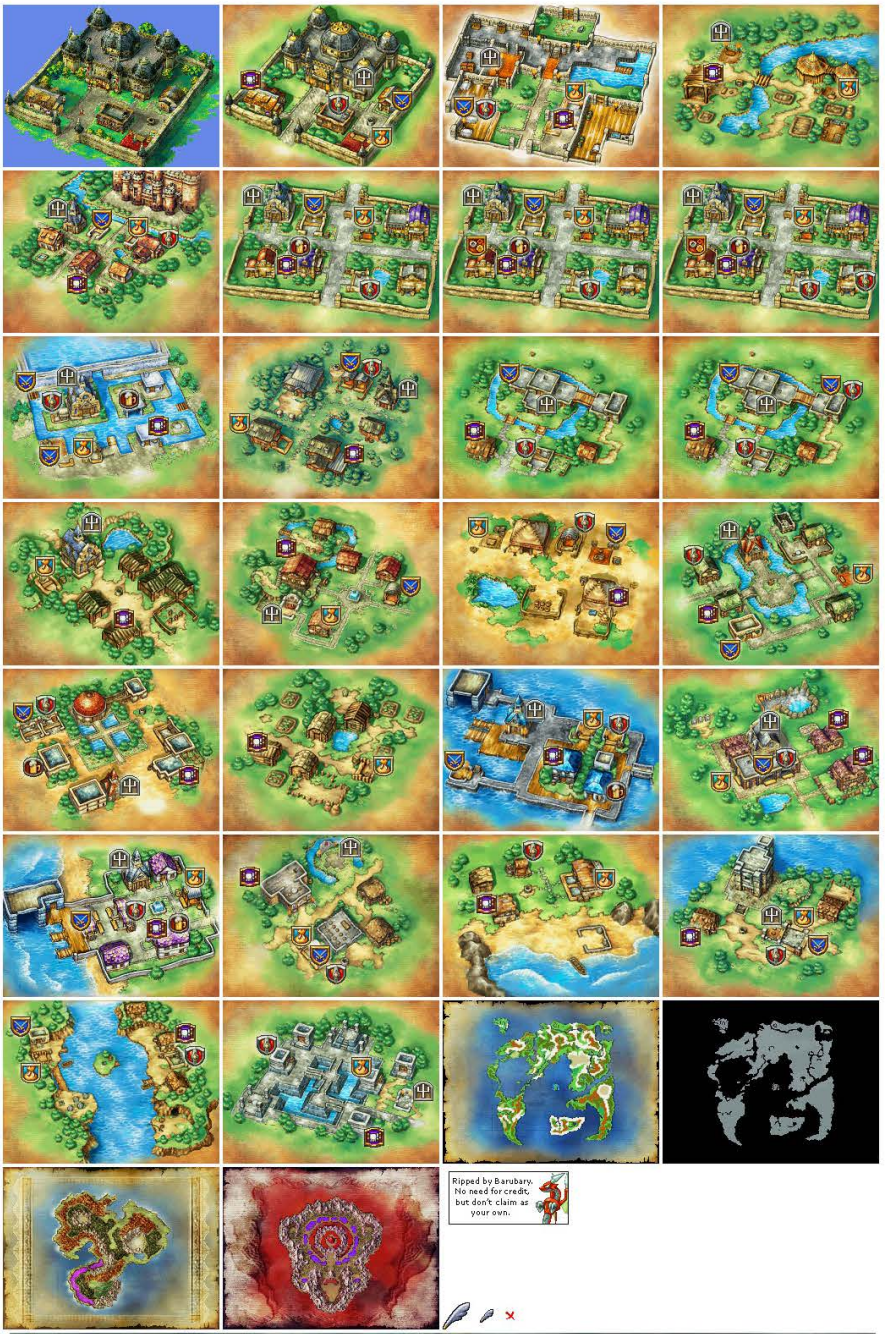
This is the second time this game has been remade, first time was on the PlayStation in Japan.








Canalot
Lakanaba
Strathbaile
Minikin's Dominion
Vrenor
Femiscyra
Burland
Hamlet
Shinnock
Taborov
Zamoksva
Zalenagrad
Desert Bazaar
Ballymoral
Casabranca
Endor
Bath
Rosehill
Dunplundrin
Pharos Beacon
Porthtrunnel
Havre Léon
Mamon
El Forado
Palais de Léon
Mintos
Riverton
Aubout du Monde
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A FLIGHT OF DRAGONS

With enhanced DS versions of the classic Dragon Quest IV and the never-before-localized Dragon Quest V and VI, Square Enix is finally filling the gaping hole at the heart of the Dragon Quest library.

BY CASEY LOE

In the early '90s the Dragon Quest series sputtered out in North America just as it was reaching its creative peak. After lengthy translation delays left the NES release of Dragon Quest IV to be steamrolled by revolutionary Super NES titles like The Legend of Zelda: A Link to the Past and Final Fantasy IV, then-publisher Enix America gave up on Dragon Quest for nearly a decade.

Meanwhile, the series was flourishing in Japan. Dragon Quest IV had kicked off a new era that moved beyond the expected swords-and-sorcery tropes of the first three games, and Enix began making bold experiments in storytelling and game design. Dragon Quest IV took the focus off of the game's traditional "Chosen One" hero and offered players four complete mini RPGs—each starring a different one of the hero's disparate party-members-to-be—before the hero even appeared. Dragon Quest V divided its story into generations, following a young hero as he grew into adulthood, married, fathered children, and then passed the mantle of his decades-long quest on to his progeny. Dragon Quest VI experimented with a Zelda-inspired parallel dream world, and introduced a class system that brought a renewed focus on character-building and combat to the series. Collectively the three titles are frequently referred to as the Heaven or Zenithia trilogy, although the three were apparently never intended to be a set. "Each Dragon Quest title represents a fresh start and a new story, so I don't see too much of a connection between games in the series," explains series creator Yuji Horii, inadvertently crapping all over my hook for this article. "I guess it could be said that the imagination of players has brought the titles together in a certain fashion."

It may indeed be my imagination, but the three games *do* feel linked by their experimental story-telling techniques. They also share an impressive streak of avoiding North American localizations—English versions of Dragon Quest V and VI were rumored to have been in production before being canceled for unknown reasons, a PlayStation remake of DQIV was scuttled when its developer dissolved, and a PlayStation 2 remake of DQV fell through the cracks when Square and Enix merged. But finally that streak is at an end; Square Enix is promising to bring the DS versions of all three games to US shores, beginning with the September 16th release of Dragon Quest IV and ending with the release of Dragon Quest VI sometime in 2009. Hallelujah!

TWEAKING HISTORY

The DS has proven to be an ideal home for the series. The games are built on an enhanced version of the engine first used in the PlayStation's Dragon Quest VII, which features 2-D characters navigating 3-D environments from an angled overheard perspective. The most obvious DS perk is the extra real estate provided by the dual screens: while the upper screen is typically used to show you a second vertical chunk of the action (which can be a godsend in large dungeons), it can also be used to pull up detailed town and world maps and to display character data during battles. That's all pretty standard stuff, but the developers did come up with some other clever ideas, like allowing players to pull up shop lists from anywhere in a town, and displaying the resale values of all the items in a character's inventory.

The greatest enhancement may be the total lack of loading times. Dragon Quest games have very high encounter rates, but with speedy transitions from field to battle, instant responses to menu selections, and no prebattle monster pose-downs or postbattle loot-tallying screens, you can rip through an entire Dragon Quest IV battle in the time it takes a typical RPG to load its first combat menu. That's just enough time to enjoy the wonderfully detailed monster-attack animations but, alas, nowhere near enough time to appreciate composer Koichi



The King Slime made its memorable debut in DQIV, and its empire of plush toys and paperweights followed soon after.



A horse-drawn wagon allows for huge parties that were never before possible in DQ. [DQV: Left. DQIV: Lower-left, right]







Suigiyama's sensational battle-music tracks, which sound great through the DS headphone jack.

Yuji Horii was involved in each of the remakes from start to finish, and relished the opportunity to refine his past creations. "If there is anything I am dissatisfied with, I make an effort to improve upon it. It's a different era now, so some of the character lines need to be tweaked, as well as game balance, puzzles, and other elements." This also means updating the older games with such modern conveniences as the expanded inventory bag, the combined talk and search button, and the ability to turn off the AI and take manual control of party members. All the new content from past PlayStation-family remakes has been added to the DS versions, including an additional chapter in Dragon Quest IV and an expansion of the party size (from three characters to four) in Dragon Quest V. In addition, Horii is promising some "entirely new" content for the DS makeovers of Dragon Quest V and VI. Of course, since virtually no one in North America has ever played either of those games, it will *all* be entirely new to us.

TIMEWORN OR TIMELESS?

From what we've seen, the DS incarnations of these lost classics look and sound wonderful, but there's no concealing the fact that they're based on 15- to 20-year-old-games. As fans of Final Fantasy III and IV's DS versions know, there's a certain charm in the fast-paced quests and simple battle systems of that era, but other elements can come off as more primitive than quaint. This may be especially true for the Dragon Quest series, which retains many old-fashioned elements for the sake of nostalgia, such as screechy sound effects sampled from the original NES Dragon Quest, and characters that walk in place even when standing still. Is Horii concerned that the games will be poorly received by American audiences, who will be playing them without the benefit of nostalgia for their earlier releases? Not at all. "I think that the 'old-fashioned' elements evoke more than just a sense of nostalgia," counters Horii. "They have universal appeal that can be appreciated in both Japan and America. Look at Disney characters, for example. They have been popular for 80 years, and it's more than nostalgia keeping them alive."

But if Dragon Quest has such universal appeal, why has it had such trouble winning over Western audiences? Part of the answer can be found right here—it's no wonder that Dragon Quest is often considered old-fashioned and stodgy, when three of its most inspired installments were either sent to die here or never released at all. Expect the conventional wisdom about the Dragon Quest series to shift when North American DS owners finally get a chance to see what they were missing.





The DS's upper screen provides maps, useful data, and plenty of eye-popping scenery.



Dragon Quest IV: Chapters of the Chosen

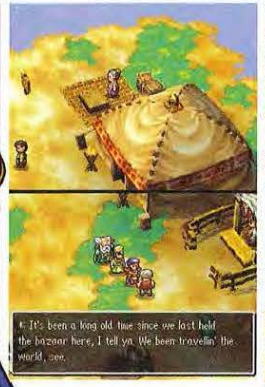
Previous Dragon Quests focused on the drama of a lone hero, and perhaps a few of his personality-free, player-generated companions. But Dragon Quest IV broke from tradition by offering a cast of unprecedented size, and gave each character a chapter to tell his or her own story. I've always liked the first few hours of RPGs the best, when each new level, weapon, or party member is cause for celebration, and getting to play four mini RPGs before a full-length one feels like four helpings of dessert before a good meal.

Chapter 1: Ragnar McRyan and the Case of the Missing Children

After a quick introduction in a very brief prologue, the ultimate hero of DQIV disappears while his future companions take center stage. First up is Ragnar McRyan, a beefy knight from the kingdom of Burland, tasked with solving the mystery of the disappearing children in the nearby town of Strathbaile. Perhaps the title card should read "the Case of the Missing Bairns," (Scottish for "children," apparently) since everyone in Ragnar's kingdom speaks with a thick brogue and plenty of Scots slang. Recent Dragon Quest titles have become famous for their zesty localizations, and Dragon Quest IV is certainly no exception.

Ragnar is the quintessential tank character, capable of wearing heavy armor and wielding most weapons, but with no magical aptitude. Fortunately, he can team up with Healie the Heal Slime, who will keep Ragnar hale and hearty as he pursues the bairns' mysterious abductor.







[Below] Screw poker—wagering on wild monster battles is the highlight of DQIV's casino.





Chapter 2: Alena and the Journey to the Tourney

Alena is the bored princess—er, sorry, *tsarevna*—of Zamoksva, where the broken grammar of the Russian-accented speech will leave you wondering when Grand Theft Auto IV's Niko will show up. The Tsar couldn't keep his daughter from busting out of the palace in search of adventure, but at least managed to grant her protection in the form of his two top aides, Borya the magician and Kiryl the priest.

Alena's quest runs much longer than Ragnar's, spanning a large section of the world and involving everything from rescuing a kidnapped imposter tsarevna to battling for the honor of some other princess in a grand coliseum tournament. Eventually, even the spunky, willful Alena will learn that the world is in need of a hero far greater than herself.

Chapter 3: Torneko and the Extravagant Excavation

Torneko Taloon's quest is where things get really interesting. Torneko is a bogtrottin' spalpeen from the Irish-flavored town of Lakanaba who doesn't fit into the usual RPG-hero mold. That's partially because he's too obese to fit into *anything* other than his striped muumuu, and partially



Money-hungry Torneko is always working some sort of angle.





TRAIN YOUR BROGUE IN MINUTES A DAY!

In the NES era, when games with coherent English text were themselves a rarity, Dragon Quest stood out for its flavorful (and accurate) Shakespearean-era dialogue. That started a trend of flavorful, dialectal localizations that continues in Dragon Quest IV, where each of the characters hails from a region with a different Northern European dialect. Here's a primer on Irish Slang that will come in handy during Torneko's chapter.

Banjaxed—Broken down, ruined
Bob—Money
Bogtrotter—Country person (derogatory)
Craic—Fun or mischief
Feen—A fellow (male)
Fooster—Dither, fool around
Quare—Nice, or unusual
Spalpeen—Fool, rascal







Healie the Heal Slime is Ragnar's only friend. Everyone else takes one look at the 'stache and starts running.













Can you believe DQIV had hotties like Meena and Maya, but Torneko got the Mystery Dungeon spin-off?



because he's happily married and more interested in money than adventure.

Torneko begins the game making commission sales at the local weapon shop. Once he earns enough cash to outfit himself, he can begin a quest to earn enough money to buy a weapon shop of his own. That will entail everything from buying armaments in one town to sell at a markup in another, to hunting down lost antiquities for interested buyers. Torneko doesn't have any battle companions, but he can hire the mercenaries Laurel and Hardie for five-day stints whenever it's time to get his hands dirty. While Torneko does his share of fighting, the concept of a character whose strength is found more in his coin purse than his character level is an interesting one that has rarely been repeated.

Chapter 4: Meena and Maya and the Mahabala Mystery

When Mahabala the Alchemist was murdered by one of his own students, he left behind two hot-blooded daughters who are thirsty for revenge. To complete their relatively short quest, you'll need to search the several towns in their France-inspired homeland to find the only witness to the murder and lure the culprit out of hiding.

As a fortune-teller, Meena wields the coolest weapon in the game: a deck of silver tarot cards. Each card contains a random spell effect that could wipe out your foes, tag them with lightning, or inflict a nasty status condition. But there's also a death card that could kill members of your own party, making this powerful weapon a risky one.

Chapter 5: The Chosen

Some 10 or 15 hours after your brief meeting in the prologue, the character you chose to be your hero at the beginning of the game finally takes center stage, and the real Dragon Quest IV begins. Don't worry that you'll get shortchanged on the usual epic hero quest because of what's come before; the hero's chapter is considerably longer than all the previous chapters combined.

Dragon Quest IV spawned a few other innovations for the series. One is the vastly increased party size; once the hero meets up with his companions, you'll have a party of eight characters, with four in your active party and four traveling in a wagon behind you, ready to take a front-line slot whenever you need them. Another innovation was the introduction of party-member AI to the series, which was a marvel in 1990. As for how it holds up today, let's just say that you'll be glad that the DS version allows you to turn off that AI and take manual control of your party.

The technological innovations of the original version of Dragon Quest IV may not impress in this day and age, but the unique omnibus structure of the game holds up great, thanks to the strong personalities of the characters involved.





[Right] The choice of a male or female hero is purely an aesthetic one. They have equivalent stats, despite the fact that the female hero refuses to wear armor on her right limbs.

INTERVIEW 1

TOO MUCH WHACK, OR NOT QUITE ENOUGH?

Dragon Quest creator Yuji Horii reminisces about Dragon Quest IV

What was the inspiration for dividing Dragon Quest IV into five stand-alone chapters?
In Dragon Quest III, you went on an adventure with three companions, but these characters were simply created from scratch by the player. I thought it would be interesting to explore the lives of your comrades, which became the inspiration for Dragon Quest IV.

What can you tell us about the new chapter that has been added to the DQIV remakes? Was this part of your original plan for the game?
We didn't really have any plans for bonus features in the original Famicom [NES] version. We were having enough schedule problems trying to complete the main story in time! But when approaching a remake, we already have a completed product at hand, so there is a bit more room for improvement. So when we looked back at the game, we decided we wanted to add a little bit to the game, resulting in the new chapter. As for the details of the chapter, I wouldn't want to spoil the surprise. You should play it yourself.

Dragon Quest IV had a level of character development and storyline depth that was unprecedented for its time. What was the player reaction when it was first released?
Dragon Quest III was praised for being an RPG that allowed the player a great deal of freedom. However, when Dragon Quest IV was released, it received some criticism about how the story and characters felt restrictive. But after its release, many character-centered games began appearing in the market. And Dragon Quest IV's characters still have many fans today.

Dragon Quest IV was the fourth DQ game you developed on NES hardware. Do you miss the days of being able to make several DQ installments on familiar hardware, or do you welcome the new opportunities afforded by each new hardware generation?
I've been making games for over 20 years now, so I often think back to the good old days when you could make a game with a small development team. But during the Famicom's life cycle, there were always new cartridges featuring new technology and more memory coming out, so it often felt like we were working with new hardware.

The Dragon Quest series has never been too demanding on the hardware, and we're happy with where we are in terms of 2-D. Also, it makes me sad that the change to new hardware often means a goodbye to old software.

I wonder if there will be a day when games are no longer played on TV screens or monitors. But then it would be like we were in the world of *The Matrix* or *Total Recall*, wouldn't it?

Can you tell us about some of the new features that are unique to the DS version, such as the new version of the "immigrant town"?
The idea for an "immigrant town" first appeared in Dragon Quest VII, where it was possible to transfer townspeople via memory cards. But players were not accustomed to carrying around memory cards for this sort of purpose, so when we implemented the town in the PlayStation version of Dragon Quest IV, we made it something players could expand on their own. But with the Nintendo DS remake, and the system's chance-encounter communication function, we reinstated the transfer system. You can give your characters personalized messages to send to other players and build a town of your very own.

Can you share with us some of your memories about the development of Dragon Quest IV? Which of its innovations is your favorite today? Which was the hardest to implement?
My favorite would have to be the chapter progression of the story. I enjoyed presenting each character, allowing them to grow in front of the player, and then bringing them all together.

The hardest feature to implement was the party's battle AI. Given the AI limitations of the time, characters like a magic-using priest ended up casting Whack every turn. The AI couldn't get over the amazing instant-kill power of the spell (despite it only working some of the time), resulting in a rather lackluster offense.

In future titles, we tweaked the AI and found ways to stop it from favoring spells like Whack. But now when I look at the most recent version of Dragon Quest IV, the priest I mentioned almost never casts Whack! Now that feels unnatural! Next I'd like to tweak the system so he casts the spell just a little bit more!



DQV may share an engine with DQIV, but flashy locations like this magma cave and the waterfall cave (next page) make it a whole lot prettier.



Dragon Quest V: Hand of the Heavenly Bride

While most Dragon Quest titles have a mood of rollicking adventure, Dragon Quest V dabbled in more profound emotions, and ended up as one of the most highly regarded RPGs in history. The game begins on the day that the main character is born, and follows him throughout his entire life. At first he's a mere child, accompanying his father on a quest to find the Chosen One. In time he becomes a man (sorry, ladies—you can't choose a female in this one), marries a bride of your choosing, and even fathers children. The basic quest of finding the Chosen One and battling the lord of darkness is the same as in every Dragon Quest, but it now spans multiple decades, and the level of investment in your family drives it to epic proportions that

THE GREATEST DRAGON QUEST EVER?

Dragon Quest creator Yuji Horii makes the case for his favorite entry in the series

What was the inspiration for DQV's generational storyline? Considering its popularity, would you ever consider using a similar structure for a future title?
In Dragon Quest IV we explored the lives of several characters. With Dragon Quest V, I wanted to shift the focus to the life of a single character. The story features a battle with a dark force over three generations. Although it would have been possible to change the character with each generation, we decided to start with the hero as a child. Then the player watches him grow up and become a parent himself. We thought this method of storytelling would have the most emotional impact.

Although many of us, as children, see our parents as always having been adults, I wanted to send the message that everybody starts as a child, and becomes an adult by overcoming obstacles. With two Dragon Quest V remakes, I feel that I have accomplished this goal, so I doubt I'll experiment with the same idea again.

The DS versions of Dragon Quest IV and V will be separated by eight months in Japan. Were you able to make any improvements to the basic game engine in that time?
The basic game engine for the three games has been fixed since Dragon Quest IV's release. But Dragon Quest IV was based off a PlayStation remake, and Dragon Quest V off a PlayStation 2 remake, so there are some portions of V that we have had to make again from scratch. That's what we've been working on these eight months.

Since DQV's release, the concept of recruiting monsters has been heavily expanded upon in the DQ Monsters series. Will you be updating any of DQV's monster-recruiting mechanics based on the innovations in that series?
After experimenting with monster recruiting in the original Dragon Quest V, we found that we liked the idea so much we made the Monsters series to focus on this single element. However, with the remake of Dragon Quest V, if we take the recruiting system too far, it will detract from the main storyline, so there probably won't be any updates.

We're thrilled to play the new chapter in the DS version of DQIV. Is there any possibility of a similar addition for DQV—perhaps another generation?
I can't go into details right now, but we are preparing something entirely new for the Nintendo DS release.

In an interview several years ago, you cited DQV as your favorite in the series. Does it still hold that position in your heart? What did you find most satisfying about creating it?
Yes, Dragon Quest V is still my favorite in the series. On top of the theme of family in the game, I'm also very passionate about a certain difficult choice the player is forced to make in the game.

are unusual for the series. The themes of family and growing up inspire some heart-warming moments, but Horii's scenario dishes up plenty of gut-wrenching tragedy too. There will be many difficult decisions along the way, and the right answers won't always be clear nor will the consequences always be pleasant.

With its focus on a single family, Dragon Quest V had a smaller human cast than DQIV, but made up for it by introducing the ability to recruit a large variety of enemy monsters. This mechanic, which would eventually be spun off into the Dragon Quest Monsters series, was hamstrung somewhat by the three-character party size. Fortunately, the DS version will boost the party size to the usual four and rebalance the battles accordingly.

It's amazing that in the 16 years since Dragon Quest V became a legend, its generational storyline has never been copied effectively. (Don't mention Phantasy Star III—that actually came out first, but sucked too much to get credit for the idea.) While we haven't had a chance to get our hands on the DS version of Dragon Quest V yet, we suspect that it will be the highlight of the trilogy, as it's coming from exceptionally strong source material.



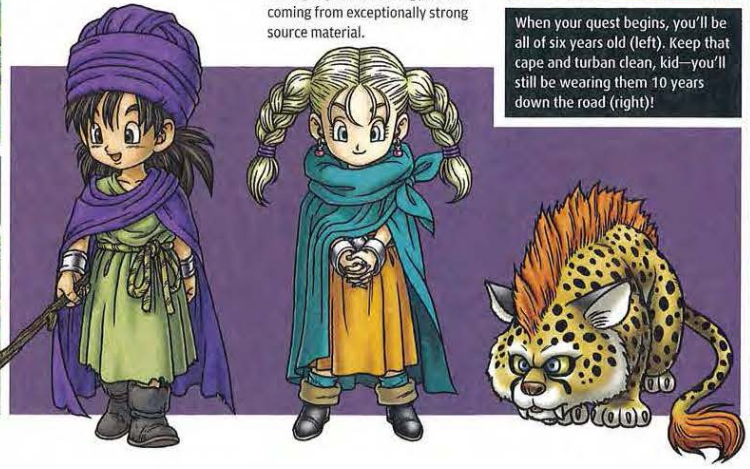


When your quest begins, you'll be all of six years old (left). Keep that cape and turban clean, kid—you'll still be wearing them 10 years down the road (right)!



Don't mind me, I'm just walking through the center of town with three bloodthirsty monsters...





BRINGING THE THRILL BACK TO DRAGON QUEST

Dragon Quest creator Yuji Horii looks forward to killing you in the upcoming Dragon Quest VI

Dragon Quest VI is the only game in the trilogy that has never been remade before. Has that led you to approach the project differently from the other two?
Dragon Quest VI will be resurrected for the first time in over 10 years, so there are quite a few changes I would like to make. But you'll have to wait to find out what they are!

Dragon Quest VI has more of a focus on combat and character-building than past installments. Why did you decide to go in this direction?
In Dragon Quest IV and V, the focus was placed on storytelling and characters. This evolved with the introduction of the wagon and monsters joining the party. But when I looked back at them, I also thought to myself, "Are the battles becoming too easy?"

With an AI-controlled party and monsters that fight with you, it created a fun experience. But it also meant that players weren't facing as many challenges. Parties weren't being wiped out much anymore. So in Dragon Quest VI, I wanted to make combat more thrilling for players again.

What inspired you to create Dragon Quest VI's dream world?
At that time in many concurrent titles, somewhere in the middle of the game, the player would be introduced to an entirely new area of the map, like an unexplored continent. So I thought it would be interesting to have two worlds from the very beginning and have the player traverse between them.

Going into too many details will spoil the game, but I'm very fond of the earth-shattering revelation awaiting players in this title.

Did you plan to add any new content along the lines of the new chapter in DQIV? Will there be new character classes, or changes made to the current classes?
As I mentioned earlier, we do have something planned, but I can't talk about it at this time. I know you're going to like it, though, so stay tuned!







Dragon Quest VI: Realms of Reverie

Dragon Quest VI marked a return to a conventional narrative style, but the game's story still had a few surprising twists. Like Chrono Trigger (which Yuji Horii also worked on) and The Legend of Zelda: A Link to the Past, the quest revolves around the relationship between different worlds—in this case, the real world and the titular realms of reverie—and how actions taken in one affect the other.

But the real focus of Realms of Reverie was on updating the game's aging combat system. DQVI finally revisited the class system that was introduced in Dragon Quest III, and expanded it with new classes, new hybrid classes that can only be earned by mastering multiple normal classes, and the ability to switch classes at any time.

This DS version of Dragon Quest VI has yet to be unveiled to the public or discussed in any detail. Since this is the only game of the three that has never before been remade on any system, we're dying to see what Horii's team has in store for it.











The Quintessential Dragon Quest

DRAGON QUEST IV: CHAPTERS OF THE CHOSEN

RATING: 7.5

PLATFORM: DS

PUBLISHER: SQUARE ENIX

DEVELOPER: SQUARE ENIX/ ARTE PIAZZA

ESRB: EVERYONE 10+

Some games are so far ahead of their time that with a complete graphical overhaul and a handful of mechanical tweaks, they can feel as modern as anything being made today. Dragon Quest IV, alas, is not one of those games. Although this DS remake offers an attractive polygonal world and plenty of usability improvements, it still feels very much like a product of its time.

Dragon Quest IV sticks so close to the standard RPG formula (which, to be fair, it helped create) that even if you haven't played it before, you'll feel like you have. The villain is a demonic figure dead-set on eradicating humanity, and the hero has been prophesied from birth to be the only one who can defeat him. At first you'll walk from town to town, then you'll sail, then you'll find a way to fly over mountains. You'll battle monsters in caves, dungeons, and castles as you search for powerful artifacts that you'll use exactly once. In combat you'll choose between Attack, Magic, Defend, and Item options. You'll usually attack. You'll never defend. You'll learn spells that raise or lower stats, and cast them only in boss fights. Any of this sounding familiar? Of course, there's a reason the standard RPG formula shows up so often: it makes for intuitive and satisfying games, and Dragon Quest IV is no exception. You may know exactly where you're going, but that doesn't take all the fun out of getting there.

The one thing that remains truly unique about Dragon Quest IV is its omnibus structure. Each member of the game's supporting cast gets a brief adventure of his own before joining up in the game's lengthy fifth chapter to support the player-created hero on a quest to save the world. It's a fun idea, giving you multiple perspectives on the story and several chances to enjoy the process of building up characters from level one. There's also a sixth chapter—exclusive to this remake—that awaits at the end of the game.

Dragon Quest IV had a few other twists that marked its place in history, but none of them remain relevant today. AI-controlled party members may have been an achievement in 1992, but they're little more than an annoyance now (fortunately, you can turn the option off for most characters). Another innovation was the ability to swap out active party members for ones waiting in your wagon, but that doesn't do much to freshen up the game's repetitive battles, because so little differentiates the eight characters in your party. (In-game descriptions aside, everyone is either a wizard, a priest, or a vanilla melee fighter.)



While the developers missed several opportunities to modernize Dragon Quest's gameplay, they put a lot of energy into updating the game's production values. The battles may not be interesting on a strategic level, but they move quickly and the hand-drawn enemies animate beautifully when they attack. Dragon Quest IV has always had a fantastic soundtrack, even by the lofty standards of the series, and the arrangements in this version are clear and rich. Additionally, the graphics have a nice clean look even when the towns and castles look disappointingly similar to each other. The extra real estate that comes from using both screens of the DS comes in handy, particularly when navigating complicated dungeons. And though the game's story is a simple one, a flavorful localization makes the text unusually fun to read.

Dragon Quest IV looks and sounds good, and its rock-solid quest offers a healthy 30-40 hours of playtime. But those looking for the cream of the RPG crop will find it elsewhere—in the spectacle of Final Fantasy IV's far more dramatic reinvention, in the unbridled creativity of The World Ends with You, and hopefully in the remakes of the more-ambitious Dragon Quest titles yet to come. **—CASEY L.**



After all, my child, you are yet young. Let the Goddess watch over you and your father, Papas, as you tread the path of your destiny. And as you venture forth on that path, my child, passing all the people and places that will forge your spirit along the way, you too shall grow into a man. A man with all the courage of his father. A man worthy of a heavenly bride.

Let this tale unfurl, for generations it will span. Let the quest now begin...

Released on September 27th, 1992 for the Japanese Super Famicom (SNES), Dragon Quest 5 tells the story of a young boy, who grows up to become a mighty warrior and savior of the world.



Dragon Quest 5 begins with a brief scene of the Hero's birth in which the player gives the Hero a name. Afterwards, the Hero, as a child, and his father, Papas travel to meet Sancho, an old friend. The Hero meets Bianca and the two explore the haunted Lenoir Castle, where they obtain a mysterious Golden Orb. The next day, the Hero notices a man in the town who looks very similar to him only older. That man asks the Hero to show him the Golden Orb and, after returning it, asks him to take care of his father Papas. The first section of the story ends with Papas being killed by powerful foes when he tries to protect his son and Prince Harry. They are then both sold into slavery.

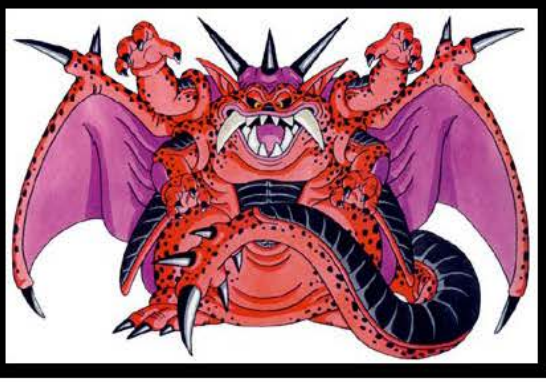
The story continues 10 years later, with the Hero and Harry grown up and working as slaves on a giant temple, which they escape from. The Hero eventually travels to the west to the town of Salabona, where the wealthy nobleman Ludman and his daughter Flora live. Ludman sends the Hero on a quest to retrieve two magic rings, called the Circle of Fire and the Circle of Water, as a test of his worthiness as a suitor for Flora. The Hero accomplishes this and Rodrigo offers the Hero the chance to marry Flora. After the marriage, the Hero travels to his homeland of Granvania, where they make him king. His wife has two children, but is kidnapped by monsters. When the Hero comes to rescue her, both are turned to stone by the monsters.

The Hero is found by his two children 8 years later, and is revived. Traveling the world to collect the legendary Zenithian armaments for the Legendary Hero, it is discovered that the Hero's son is indeed the Legendary Hero sought by Papas almost 20 years ago. During this stage of the journey, the Hero avenges Papas by killing Ladja, and restores the Dragon God, as well as Zenithia Castle, to their proper homes in the sky. To accomplish this, the Hero has to enter a time warp to retrieve the Golden Orb from his child self.

After returning to the temple the Hero helped build as a slave, the Zenithian armor is found, as well as the statue of his wife. After the final source of evil is eradicated from the world, the party is told that Martha remains in the Demon World, and that the final source of evil, Mildrath, is lying in wait for the Legendary Hero. The Hero, his wife, and their children agree not to leave Martha in the demon world, so together they travel there via a portal and reach the Evil Mountain. Martha is found inside, but dies shortly after meeting the Hero and his family. The party continues on to confront and destroy the lord of evil, Mildrath. They return to Granvania, and have a joyful party. As the family celebrates, Papas and Martha watch their son and his family from the heavens, happy and content with their progeny.

Some of the unique aspects of Dragon Quest 5 include selecting a bride, and recruiting monsters for your party. You have the choice of 2 different brides, Bianca and Flora. There are many different monsters that you can recruit to join your party after defeating them in battle. These monsters will eventually be tamed and follow orders in battle when their wisdom stats are high enough. You can also equip them with weapons, armor, etc and they gain EXP and level up just like a human character. Many of the monsters are better to keep in the party than some of the human characters you come across.

The Super Famicom version of Dragon Quest 5 was only released in Japan. However in 2009 he game was remade on the Nintendo DS, and finally available to North America where it was known as Dragon Quest 5: Hand of the Heavenly Bride.



 Hero	As a child, you are an innocent boy. The owner of a truly pure heart, you have an unusual affinity with monsters. As you grow up, you become big and strong, with the courage of an army of lions. For a man such as this, what fate lies in store?
 Papas	Your father, with whom you travel the world as a young boy. A chiseled face and a brawny physique give him the look of a hardened soldier, but with a rare talent for magic too, perhaps there's more to Papas than meets the eye...And what is the ultimate purpose of the quest he has embarked upon with his son in tow?
 Bianca	Bianca is one of your oldest friends, with an animated personality overflowing with curiosity. As time goes by, the young girl grows up into a heavenly young woman. But what in the world is the startling secret she hides?
 Son	The Son is the Legendary Warrior, able to equip all the Zenithian Equipment that you find. He has a very nice attack power and is also quite good with magic, though not as good as his sister. He is destined to destroy the Demon Lord and return peace to the land.
 Daughter	The Daughter is the more magically inclined of the children, thus she isn't as physically powerful as her brother. She has some exceedingly helpful spells which makes her useful in battle.
 Sancho	A warm and emotional fellow who is dedicated to Papas and will serve him faithfully to the bitter end. While you and your father are absent on your travels, Sancho remains behind to look after your home.
 Pippin	Pippin is a Granvanian Soldier that wants to travel with his King. You can recruit him along with Sancho in the 3rd generation. Pippin learns no spells, as he is purely a physical fighter.
 Henry	Henry is the Prince of Reinhart who at one point was next in line to be their king. He later joins you after the escape from the Great Temple. Henry is decent at both physical and magical attacks.
 Flora	Flora is the daughter of Ludman, who is attempting to pass her hand in marriage off to your character. You have to choose between her and Bianca.
 Bella	Bella is a fairy that comes to Santa Rosa to gain your help. With her, you must solve the problems in the Fairy World. Her powers lie only in magic, and you cannot control her in battle.

Monster	HP	Gold	EXP	Treasure
 Assault Trooper	60	42	86	Breast Plate
 Attackbot	169	74	700	Swordedge Armor
Babble	15	7	6	Antidote Herb
 Baby Newt	37	19	20	Stone Fang
 Baby Panther	19	7	6	Piece Of Cloth
 Balloon	119	60	217	Angel's Bell
 Bandit Wolf	40	42	48	Copper Sword
 Barbarossa	171	130	480	Leaf Of The World Tree
 Bazocks	161	80	470	Defense Seed
 Bazuzu	177	112	610	Armband Of Sacrifice
 Beast Master	70	53	135	Thorn Whip
 Behemoth	90	80	295	Iron Shield
 Big Eye	54	35	62	Big Mallet
 Big Rat	18	8	4	Medical Herb
 Big Sloth	65	42	74	Strength Seed
 Black Dragon	180	125	630	Strength Seed
 Blaze Lizard	24	14	14	Leather Hat
 Blizag	104	60	290	Silk Hat
 Blizzard Hawk	150	90	445	Hat Of The Wind
 Blue Eater	140	74	310	Flame Claw
 Bomb Baby	33	32	37	Bomb Stone
 Bomb Crag	115	13	120	Bomb Stone
 Boss Garm	130	63	245	Fighter's Hair
 Boss Ghost	200	180	300	Strength Seed
 Brownie	47	18	24	Monster Lure
 Buom	4500	-	9500	Small Medal
 Cactus Ball	22	12	15	Medicinal Herb
 Capala Naga	25	14	24	Sharpened Bone
 Captain Kook	123	115	350	Zombie Mail
 Centaurus	130	75	270	Magic Water
 Clay Doll	50	17	25	Defense Seed
 Curer	69	43	70	Leaf Of The World Tree
 Cursed Mask	70	40	210	Iron Mask
 Dancing Jewel	45	200	80	Ring Of Prayer
 Dancing Needle	33	15	19	Wooden Hat
 Dark Eye	34	19	27	Medical Herb

Monster	HP	Gold	EXP	Treasure
 Dark Mammoth	110	55	115	Strength Seed
 Dark Shamen	170	110	540	Wizard's Robe
 Dead Emporer	130	65	158	Staff Of Thunder
 Death Parrot	40	40	71	Wing of the Wyvern
 Death Spark	35	37	84	Magic Water
 Demighoul	50	22	90	Medical Herb
 Demon Candle	20	11	13	Bronze Knife
 Demon Jar	200	79	71	Small Medal
 Demon Toadstool	35	35	42	Antidote Herb
 Dentasaurus	93	65	260	Strength Seed
 Devil Dancer	70	45	225	Dancer's Clothes
 Dragon Pup	52	45	50	Acorns of Life
 Dragon Warrior	123	81	380	Broad Sword
Drakee	10	2	4	Medical Herb
Drakeema	30	13	18	Wayfarer's Clothes
 Duck Kite	74	57	145	Wing of the Wyvern
 Eigerhorn	180	120	480	Devil's Armor
 Elder Mage	72	50	123	Magic Water
 Eliminator	83	54	215	Stone Axe
 Emparther	42	42	55	Leather Loincloth
 Esturk	9000	510	5000	Small Medal
 Evil Apple	30	25	35	Medical Herb
 Evil Clown	169	117	590	Echoing Hat
 Evil Master	180	110	400	Devil's Armor
 Evil Plant	42	30	59	Thorn Whip
 Evil Spirit	155	53	580	Elven Medicine
 Farewell Crag	200	70	402	Stone Of Life
 Flamer	73	50	140	Intelligence Seed
 Flare Dragon	125	95	550	Acorns Of Life
 Gabott	100	55	190	Antidote Herb
 Galba	160	57	570	Demon Claw
 Ganesha	110	70	264	Acorns Of Life
 Gapplin	19	9	10	Wing of the Wyvern
 Gargoyle	110	85	310	Snake Sword
 Gasling	92	40	130	Antidote Herb
 Gas Mink	37	40	40	Scale Shield

Monster	HP	Gold	EXP	Treasure
 Gema	1024	-	-	-
 Gema	4500	900	12000	Small Medal
 Ghost	19	9	10	Holy Water
 Ghost Captain	85	100	200	Silk Hat
 Ghoul	105	21	85	Leaf Of The World Tree
 Gigantes	310	110	770	Strength Seed
 Glubglub	62	30	80	Medical Herb
 Goblin Rat	31	13	18	Agility Seed
 Golba	150	63	510	Demon Claw
 Golden Golem	210	1023	130	Demon Hammer
 Golem	190	90	330	Strength Seed
 Gonz	1700	650	3500	Small Medal
 Goopi	93	35	110	Wing of the Wyvern
 Gophecada	10	2	3	Medical Herb
 Grabshell	55	47	110	Defense Seed
 Great Dragon	220	158	1010	Restoration Orb
 Great Mamoo	140	90	350	Agility Seed
 Green Worm	15	4	4	Intelligence Seed
 Gregor	75	43	95	Holy Water
 Grendel	155	109	432	Chain Mail
 Grondepth	160	93	400	Faerie Sword
 Hawk Man	75	51	185	Broad Sword
 Healer	35	15	18	Medical Herb
 Hellbattler	450	215	1370	Hell Sabre
 Hork	70	15	67	Piece Of Cloth
 Horned Rabbit	12	3	4	Leather Hat
 Horse Devil	70	55	101	Monster Lure
 Imposter	350	320	750	Acorns Of Magic
 Infernavis	160	130	675	Hat Of The Wind
 Inspector	49	38	52	Wing of the Wyvern
 Ivol	4500	1000	21000	Small Medal
 Izlar	135	110	401	Faerie Sword
 Jahrmi	820	-	3500	-
 Jellyman	400	85	550	Small Medal
 Kandar	600	500	150	Stone Axe
 Kandar Henchman	500	150	750	Small Medal

Monster	HP	Gold	EXP	Treasure
 Kemkemubeth	110	33	95	Acorns Of Life
 Killer Panther	69	45	100	Iron Claw
 Killer Panther	1024	-	-	-
 Killer Shell	66	43	120	Defense Seed
 King Healer	133	100	380	Restoration Orb
 King Metal	7	15	30010	Small Medal
 King Slime	210	115	200	Leaf Of The World Tree
 King Tortragon	178	140	690	Magic Water
 Kukkle	136	31	44	Medical Herb
 Lancer	82	41	105	Breast Plate
 Larva King	30	15	16	Medical Herb
 Laughing Grass	24	3	17	Acorns Of Magic
 Lava Savage	400	250	350	Magic Water
 Leaonar	93	70	240	Iron Claw
 Light Boy	41	42	44	Bronze Knife
 Lil' Eel	60	24	82	Wing of the Wyvern
 Lintbloom	65	42	98	Fragrance Bag
 Lionex	250	124	610	Shield Of Darkness
 Lizardman	127	65	245	Saw Blade
 Longneck Weasel	16	6	5	Agility Seed
 Mad Dragon	110	45	137	Intelligence Seed
 Mad Plant	18	10	13	Acorns Of Magic
 Magician	20	20	18	Magic Water
 Magiwyvern	99	65	181	Wing of the Wyvern
 Mamoo	91	57	213	Agility Seed
 Man-Eater Chest	90	95	23	Small Medal
 Man O'War	50	22	77	Full Moon Herb
 Manuhan	200	80	610	Bomb Stone
 Marzon	68	45	105	Iron Claw
 Marzonician	95	90	170	Strength Seed
 Mechaban	350	160	1150	Orihalcon Fang
 Messala	250	50	170	Ring Of Prayer
Metal Babble	7	10	10050	Small Medal
 Metal Dragon	172	93	610	King Metal Armor
 Metal Hunter	53	41	140	Intelligence Seed
 Metal Rider	50	61	135	Breast Plate

Monster	HP	Gold	EXP	Treasure
 Metal Slime	5	75	1350	Agility Seed
 Mildrath	1600	-	-	-
 Mildrath	4500	-	-	-
 Mimic	400	110	210	Small Medal
 Mimidemon	70	47	130	Pot Cover
 Moon Face	300	115	490	Helm Of Wisdom
 Mortha	57	40	67	Iron Shield
 Mother Octo	100	53	125	Monster Lure
 Mud Looper	83	31	120	Defense Seed
 Mudslough	75	31	60	Acorns Of Life
 Mystery Doll	70	150	50	Defense Seed
 Necrodain	85	25	126	Full Moon Herb
 Necromancer	132	90	325	Ring Of Prayer
 Nereus	100	110	230	Shell Hat
 Night Wisp	17	10	9	Medical Herb
 Octoleech	73	37	95	Dancer's Clothes
 Ogre Head	109	112	390	Acorns Of Magic
 Orc	85	55	125	Fur Coat
 Orc	950	300	350	Fur Coat
 Orc King	84	65	235	Fur Coat
 Owlbear	41	40	45	Iron Shield
 Phoenix	95	63	280	Staff Of Force
 Picky	30	32	41	Wing of the Wyvern
 Plesiosaur	120	59	210	Acorns Of Life
 Puppet Man	52	30	78	Dancer's Clothes
 Putregon	300	53	800	Poison Needle
 Ramada	2000	800	8500	Club
 Rampone	128	98	390	Monster Lure
 Red Eater	120	80	370	Full Moon Herb
 Rogue Armor	57	50	65	Rogue Armor
 Saruslord	135	95	376	Defense Seed
 Satan Helm	115	135	314	Satan Helm
 Sea Dog	80	45	113	Saw Blade
 Sergeinus	410	300	1500	Ogre Shield
 Shadow Satan	115	60	252	Acorns Of Magic
 Shield Hippo	88	120	202	Iron Shield

Monster	HP	Gold	EXP	Treasure
 Silver Devil	140	100	403	Elven Medicine
 Skeleton	42	19	30	Copper Sword
 Skullgon	200	55	450	Shield Of Ruin
 Skull Serpent	15	6	7	Medical Herb
 Skunker	28	16	15	Wing of the Wyvern
 Slime	7	1	1	Medical Herb
 Slime	53	18	24	Medical Herb
 Slime Knight	40	22	37	Bronze Armor
 Snakebat	63	33	80	Full Moon Herb
 Snakehand	131	82	370	Snake Sword
 Snow Queen	600	200	650	Wing of the Wyvern
 Soldier Bull	143	90	335	Battle Axe
 Spiked Hare	27	15	20	Fur Hood
 Spiny	22	13	15	Medical Herb
 Springer	175	98	515	Broad Sword
 Stoneman	120	195	176	Stone Of Life
 Thorny	7	2	2	Medical Herb
 Tonguella	85	35	99	Fragrance Bag
 Tonguelord	110	35	180	Intelligence Seed
 Tortragon	30	55	48	Defense Seed
 Trick Bag	31	55	10	Wing of the Wyvern
 Troglodyte	22	10	11	Bamboo Pole
 Trumpeter	115	60	155	Strength Seed
Tunneler	35	9	21	Medical Herb
 Unholy Soldier	85	63	270	Breast Plate
 Urnite	500	158	250	Small Medal
 Walking Statue	100	70	85	Defense Seed
 Whackamole	18	3	6	Medical Herb
 Whip Man	65	60	50	Agility Seed
 Wight King	250	5	777	Staff Of Antimagic
 Wizard	48	47	45	Magic Water
 Wyvern	65	556	110	Wing of the Wyvern
 Wyvern	800	350	450	Wing of the Wyvern
 Yeti	48	37	49	Holy Water
 Zaile	160	50	105	Magic Water
 Zombie Knight	143	40	301	Blood Mail

This is the first game from the series in which monsters can join your party right around the beginning of the story.

You can only have a max of 3 members in your party at a time, despite being allowed 4 members in Dragon Warrior 3 and 4.

The wagon that was introduced in Dragon Warrior 4 is also used in this game to store extra party members.

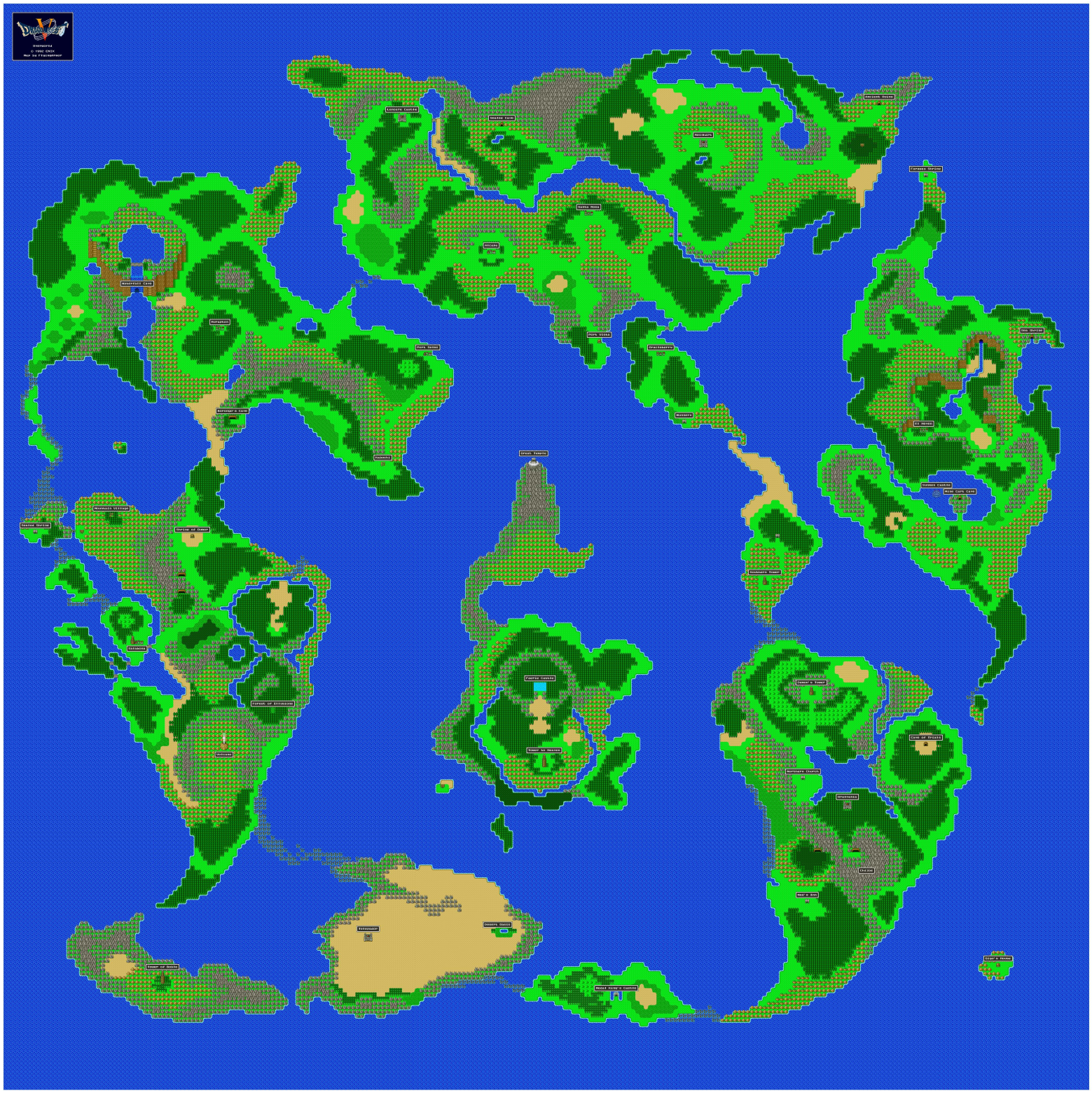
This was the first of many Dragon Quest games from the 1990's that were only released in Japan.

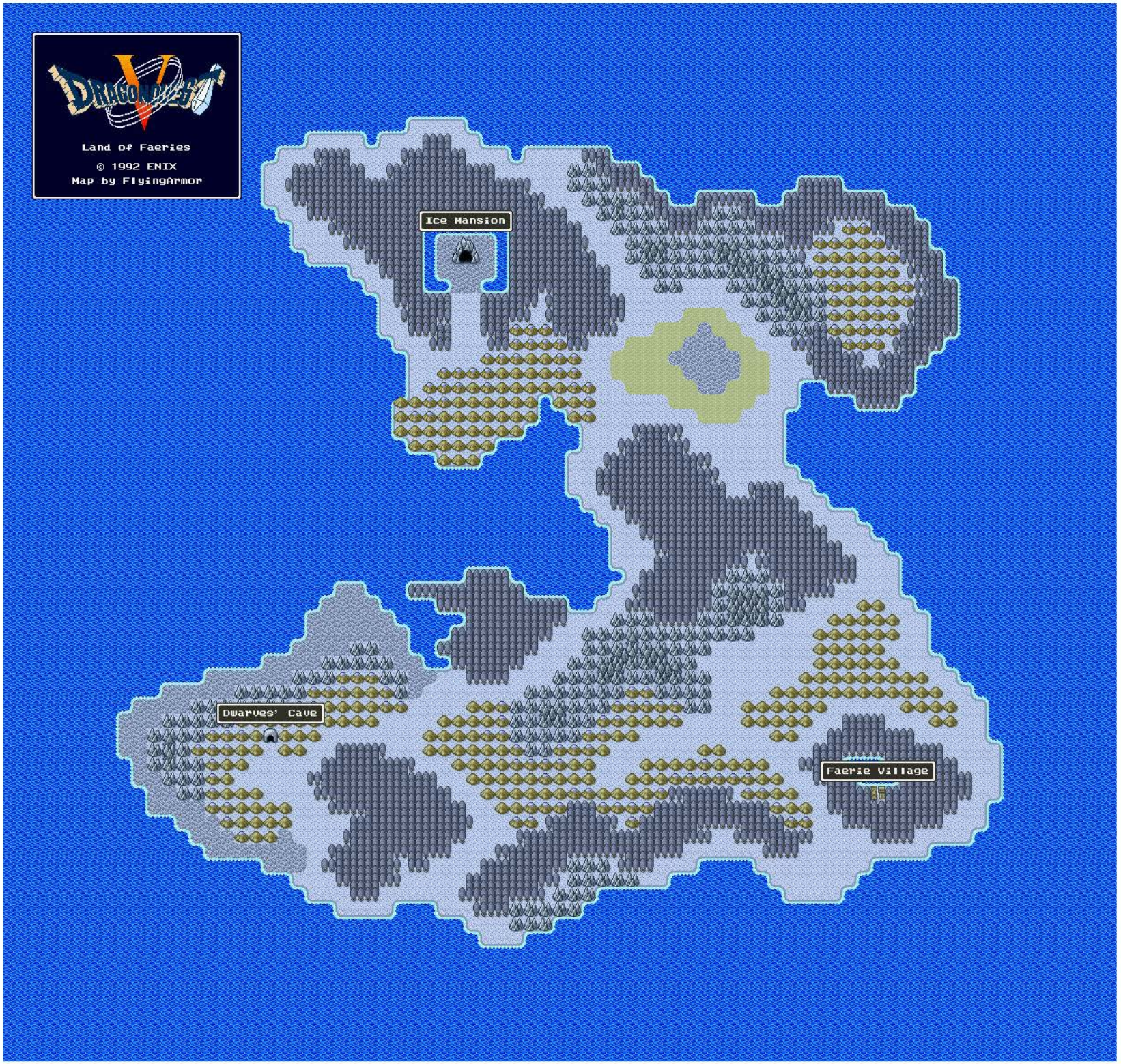
Giving you the choice between 2 different wives marked the first time you could have a different ending/outcome of the storyline in a Dragon Quest game.

At one point Enix was considering adding another world/continent for your characters to visit in this game. They changed their mind due to one of their competitor games, Final Fantasy 5 doing the same thing that year.

Enix claimed the reason Dragon Quest 5 was not released on the SNES in North America was because the U.S. was about to transition to the N64 in the late 90's. The company did not want to take the time to translate Dragon Quest 5 and 6 when a new system was coming out.

Many newer or non Dragon Quest fans automatically assume this game uses the subtitle Hand of the Heavenly Bride, when in reality that title was not used until 17 years later on the DS remake.


Dragon Quest
©1992 ENIX
Map by Fitzgerrot
Lancaire Castle
Seaside Cave
Melmark
Ancient Ruins
Tarnese Shrine
Yaahla Moss
Ulcano
Mountain Cave
Ruperaki
Mount Sabas
Mura Ursha
Dragonmarsh
Ooh Shrine
Rotogorin Cave
Mystora
Ft. Heroes
Pandoria
Great Temple
Dismay Castle
Moon Cave Cave
Mountain Village
Sealed Shrine
Shrine of Tamaar
Tantegel Tomb
Satania
Fiorgia Castle
Empire of Ethiaccus
Tomb of Heroes
Ursuma
Cave of Trials
Superyacht Chapel
Ottershire
Shrine
Wolf's Inn
Tomb of Gaard
Tantegel
Dhanth Castle
Edge's House
Mount Hime's Castle


Land of Faeries
© 1992 ENIX
Map by FlyingArmor
Ice Mansion
Dwarves' Cave
Faerie Village


Evil Mountain
Mysterious Cave
Jahanna
Shrine of Darkness
Demon World
© 1992 ENIX
Map by FlyingArmor



A long time ago...

The Dark King, having spread his evil will throughout the world, sought to make himself the ultimate living entity. However, there lived a brave man from a noble line who was able to crush the Dark King's ambitions.

Hundreds of years later...

A man and his son travel across a vast land. But why is this man taking this young boy on such a perilous quest? And where is the descendent of the noble line?

Your adventure begins here...

Released on March 24th, 2004 for the Sony PlayStation 2 in Japan, Dragon Quest 5 the story of a young boy, who grows up to become a mighty warrior and savior of the world.

Dragon Quest 5 begins with a brief scene of the Hero's birth in which the player gives the Hero a name. Afterwards, the Hero, as a child, and his father, Pankraz travel to meet Sancho, an old friend. The Hero meets Bianca and the two explore the haunted Uptaten Towers, where they obtain a mysterious Golden Orb. The next day, the Hero notices a man in the town who looks very similar to him only older. That man asks the Hero to show him the Golden Orb and, after returning it, asks him to take care of his father Pankraz. The first section of the story ends with Pankraz being killed by powerful foes when he tries to protect his son and Prince Harry. They are then both sold into slavery.

The story continues 10 years later, with the Hero and Harry grown up and working as slaves on a giant temple, which they escape from. The Hero eventually travels to the west to the town of Mostroferrato, where the wealthy nobleman Rodrigo Briscoletti and his daughter Nera live. Rodrigo sends the Hero on a quest to retrieve two magic rings, called the Circle of Fire and the Circle of Water, as a test of his worthiness as a suitor for Nera. The Hero accomplishes this and Rodrigo offers the Hero the chance to marry Nera, but it is also possible for him to marry Bianca or Rodrigo's other daughter, Debora. After the marriage, the Hero travels to his homeland of Gotha, where they make him king. His wife has two children, but is kidnapped by monsters. When the Hero comes to rescue her, both are turned to stone by the monsters.



The Hero is found by his two children 8 years later, and is revived. Traveling the world to collect the legendary Zenithian armaments for the Legendary Hero, it is discovered that the Hero's son is indeed the Legendary Hero sought by Pankraz almost 20 years ago. During this stage of the journey, the Hero avenges Pankraz by killing Ladja, and restores the Dragon God, as well as Zenithia Castle, to their proper homes in the sky. To accomplish this, the Hero has to enter a time warp to retrieve the Golden Orb from his child self.

After returning to the temple the Hero helped build as a slave, the Zenithian armor is found, as well as the statue of his wife. After the final source of evil is eradicated from the world, the party is told that Mada remains in the Demon World, and that the final source of evil, Nimzo, is lying in wait for the Legendary Hero. The Hero, his wife, and their children agree not to leave Mada in the demon world, so together they travel there via a portal near Lofty Peak, and reach the Evil Mountain. Mada is found inside, but dies shortly after meeting the Hero and his family. The party continues on to confront and destroy the lord of evil, Nimzo. They return to Gotha, and have a joyful party. As the family celebrates, Pankraz and Mada watch their son and his family from the heavens, happy and content with their progeny.

Some of the unique aspects of Dragon Quest 5 include selecting a bride, and recruiting monsters for your party. You have the choice of 3 different brides, Bianca, Nera, and Debora. There are many different monsters that you can recruit to join your party after defeating them in battle. These monsters will eventually be tamed and follow orders in battle when their wisdom stats are high enough. You can also equip them with weapons, armor, etc and they gain EXP and level up just like a human character. Many of the monsters are better to keep in the party than some of the human characters you come across.

Dragon Quest 5 was originally released on the Super Famicom (SNES) in 1992, and on the PlayStation 2 in March of 2004, however both versions were only released in Japan. It wasn't until the DS version of the game in 2009 that the rest of the world was able to experience the magnificent title known as Dragon Quest 5: Hand of the Heavenly Bride.



 Hero	As a child, you are an innocent boy. The owner of a truly pure heart, you have an unusual affinity with monsters. As you grow up, you become big and strong, with the courage of an army of lions. For a man such as this, what fate lies in store?
 Pankraz	Your father, with whom you travel the world as a young boy. A chiseled face and a brawny physique give him the look of a hardened soldier, but with a rare talent for magic too, perhaps there's more to Pankraz than meets the eye...And what is the ultimate purpose of the quest he has embarked upon with his son in tow?
 Bianca	Bianca is one of your oldest friends, with an animated personality overflowing with curiosity. As time goes by, the young girl grows up into a heavenly young woman. But what in the world is the startling secret she hides?
 Sancho	A warm and emotional fellow who is dedicated to Pankraz and will serve him faithfully to the bitter end. While you and your father are absent on your travels, Sancho remains behind to look after your home.
 Saber	You win this Saber Cat after completing a mission early on in the game. After parting ways you come across him again later on, and he joins your party to aid you in battle.
 Nera	Nera is the daughter of Rodrigo Briscoletti, who is attempting to pass her hand in marriage off to your character.

Monster	Gold	EXP	Treasure
 Al-Miraj	13	20	Fur Hood
 Ancient Wizard	60	123	Magic Water
 Anklehorn	120	410	Devil Armor
 Armlion	70	240	Steel Claws
 Assault Trooper	42	79	Iron Breastplate
 Baby Newt	15	20	Stone Fang
 Balloon	60	217	Angel's Bell
 Bandit Wolf	37	48	Copper Sword
 Barbarossa	98	410	Yggdrasil Leaf
 Bazax	80	470	Seed of Defense
 Bazuz	112	610	Kamikaze Bracer
 Beast Master	53	108	Thorn Whip
 Behemoth	80	295	Iron Shield
 Big Eye	28	52	Giant Mallet
 Big Rat	8	4	Medicinal Herb
 Big Sloth	42	74	Seed of Strength
 Black Dragon	125	630	Seed of Strength
 Blaze Lizard	8	12	Leather Hat
 Blizzard Hawk	90	445	Wind Hat
 Blizzardman	60	290	Silk Hat
 Blood Urn	150	250	Small Medal
 Blue Eater	74	210	Fire Claws
 Bomb Baby	32	37	Rockbomb Shard
 Boss Galm	63	245	Fighter's Hair Gel
 Brownie	15	21	Monster Feed
 Bubble Slime	7	6	Antidotal Herb
 Buon	-	9000	-
 Cactus Ball	9	16	Medicinal Herb
 Capala Naga	12	22	Sharpened Bone
 Captain Cook	85	350	Zombie Mail
 Cassowary	63	238	Staff of Force
 Centaurus	75	270	Magic Water
 Cergenas	300	1275	Ogre Shield
 Chimera	45	90	Chimera Wing
 Chirpy	30	38	Chimera Wing
 Cicada Mole	2	3	Medicinal Herb
 Cluckster	31	44	Medicinal Herb

Monster	Gold	EXP	Treasure
 Curesilime	43	70	Yggdrasil Leaf
 Cursed Mask	43	210	Iron Mask
 Dancing Needle	200	80	Prayer Ring
 Dancing Needle	13	19	Wooden Hat
 Dark Eye	19	27	Medicinal Herb
 Dark Mammoth	55	115	Seed of Strength
 Dark Shaman	110	640	Wizard's Robe
 Dead Emporer	45	158	Thunder Staff
 Death Parrot	35	65	Chimera Wing
 Death Spark	17	77	Magic Water
 Deep Sea Dragon	59	210	Seed of Life
 Demon Candle	11	13	Bronze Knife
 Demon Rat	13	14	Seed of Agility
 Demon Toadstool	35	48	Antidotal Herb
 Dentasaurus	45	225	Seed of Strength
 Devil Dancer	45	225	Dancer's Costume
 Devil Priest	127	550	Small Medal
 Devil's Urn	79	71	Small Medal
 Dracky	3	4	Medicinal Herb
 Drackyma	18	16	Wayfarer's Clothes
 Dragon Pup	45	50	Seed of Life
 Dragon Soldier	81	380	Steel Broadsword
 Dragon Zombie	65	450	Ruinous Shield
 Duck Kite	57	135	Chimera Wing
 Eliminator	54	195	Stone Axe
 Empusa	42	55	Leather Underpants
 Esturk	510	5000	Small Medal
 Evil Apple	18	30	Medicinal Herb
 Evil Master	110	400	Devil Armor
 Evil Plant	30	59	Thorn Whip
 Evil Spirit	53	551	Elfin Elixir
 Fake Queen	509	830	-
 Fish Kiss	30	88	Medinical Herb
 Flame Soldier	50	130	Seed of Wisdom
 Flare Dragon	95	558	Seed of Life
 Galva	57	570	Demon Claws
 Ganesha	70	264	Seed of Life

Monster	Gold	EXP	Treasure
 Gaplin	8	9	Chimera Wing
 Gargoyle	85	290	Seed of Agility
 Gasling	40	115	Antidotal Herb
 Gavot	55	190	Antidotal Herb
 Gema	900	12000	-
 Ghost	12	11	Holy Water
 Ghost Captain	110	200	Silk Hat
 Ghost Master	180	300	-
 Gigante	70	570	Seed of Strength
 Golden Golem	1020	130	Demon Hammer
 Golem	90	330	Seed of Strength
 Golva	63	510	Demon Claws
 Gonze	660	3500	-
 Great Dragon	168	810	Restoration Orb
 Great Mamoo	65	310	Seed of Agility
 Green Worm	4	4	Seed of Wisdom
 Grendel	109	393	Chain Mail
 Greygore	43	85	Holy Water
 Grondepth	125	400	Fairy Sword
 Hawk Man	51	135	Steel Broadsword
 Healslime	14	19	Medicinal Herb
 Hell Battler	215	1165	Hell Sabre
 Horned Rabbit	3	4	Leather Hat
 Horse Devil	55	181	Monster Feed
 Ibuul	1000	21000	-
 Inspector	38	42	Chimera Wing
 Izrail	110	401	Fairy Sword
 Jami	-	3000	-
 Jelly Man	85	550	Small Medal
 Kandar	560	1352	-
 Kimbeth	33	95	Seed of Life
 Kerplunk Rock	70	340	Life Stone
 Killer Machine	74	633	Edged Armor
 Killer Shell	43	120	Seed of Defense
 King Slime	115	200	Yggdrasil Leaf

Monster	Gold	EXP	Treasure
 Koro Fighter	9	24	Antidotal Herb
 Koro Hero	25	25	Medicinal Herb
 Koro Mage	18	23	Sugoroku Ticket
 Koro Priest	12	22	Holy Water
 Lamp Lad	37	42	Bronze Knife
 Lancer Army	41	105	Iron Breastplate
 Lava King	10	17	Medicinal Herb
 Laughing Bag	55	10	Chimera Wing
 Laughing Grass	3	17	Nut of Magic
 Lava Savage	750	1050	-
 Lintbloom	42	98	Scented Pouch
 Liquid Metal Slime	10	10050	Small Medal
 Little Eel	29	99	Chimera Wing
 Little Fighter	32	70	Medicinal Herb
 Little Hero	50	72	Yggdrasil Dew
 Little Mage	40	68	Sugoroku Ticket
 Little Priest	33	75	Yggdrasil Leaf
 Living Dead	11	85	Yggdrasil Leaf
 Lizardman	65	215	Saw Blade
 Longneck Weasel	6	5	Seed of Agility
 Lv 20 Orc	300	350	-
 Lv 35 Chimera	350	450	-
 Mad Dragon	45	127	Seed of Wisdom
 Mad Hand	35	110	Chimera Wing
 Mad Plant	10	13	Nut of Magic
 Mage Chimera	65	171	Chimera Wing
 Mallet Gopher	3	6	Medicinal Herb
 Mamoo	37	183	Seed of Agility
 Man-Eating Chest	95	23	Small Medal
 Man o' War	22	77	Full Moon Herb
 Manuhan	80	516	Rockbomb Shard
 Mechaburn	166	970	Orichalcum Fang
 Merman	45	105	Steel Claws
 Mermandine	90	170	Seed of Strength
 Messala	50	155	Prayer Ring
 Metal Dragon	93	610	Metal King Armor
 Metal Hunter	51	140	Seed of Wisdom

Monster	Gold	EXP	Treasure
 Metal King	15	30010	Small Medal
 Metal Rider	31	135	Iron Breastplate
Metal Slime	75	1358	Seed of Agility
 Mildrath	530	3632	-
 Mildrath (2nd form)	-	-	-
 Mimic	110	210	Small Medal
 Minidemon	47	120	Large Pot Lid
 Mini Kandar	150	750	-
 Moonface	82	380	Intelligent Helm
 Mother Octo	53	125	Monster Feed
 Moving Statue	70	85	Seed of Defense
 Moza	45	57	Iron Shield
 Mud Looper	31	120	Seed of Defense
 Mudslough	31	60	Seed of Life
 Mystery Doll	120	50	Seed of Defense
 Naleus	110	230	Seashell Hat
 Necromancer	96	325	Prayer Ring
 Night Wisp	7	12	Medicinal Herb
 Octoleech	37	95	Dancer's Costume
 Ogre Head	112	390	Nut of Magic
 Orc	55	125	Fur Coat
 Orc King	65	205	Fur Coat
 Owlbear	40	45	Iron Shield
 Pearl Shell	47	110	Seed of Defense
 Puppet Man	30	70	Dancer's Costume
 Purgatory Bird	90	575	Wind Hat
 Ramada	800	8500	-
 Rampone	68	350	Monster Feed
 Reaper Knight	26	106	Full Moon Herb
 Red Eater	80	370	Full Moon Herb
 Restore Slime	180	330	Restoration Orb
 Rockbomb	27	95	Rockbomb Shard
 Rogue Knight	36	65	Rogue Knight Armor
 Rotting Corpse	15	57	Rag Clothes
 Sabrecat	45	100	Steel Claws
 Sabrecub	10	8	Rag Clothes
 Satan Helm	95	294	Hades Helm

Monster	Gold	EXP	Treasure
 Saurus Lord	95	376	Seed of Defense
 Sea Dog	45	113	Saw Blade
 Serpent Hand	82	370	Snake Sword
 Shadow Satan	60	252	Nut of Magic
 Shield Hippo	60	202	Iron Shield
 Silver Devil	100	403	Elfin Elixir
 Skeleton Warrior	12	26	Copper Sword
 Skulldon	50	670	Poison Needle
 Skull Serpent	7	7	Medicinal Herb
 Skunker	11	15	Chimera Wing
 Slavedriver	120	100	-
 Slime	1	1	Medicinal Herb
 Slime Knight	22	37	Bronze Armor
 Small Ghoul	22	69	Medicinal Herb
 Snake Bat	33	80	Full Moon Herb
 Snow Queen	200	650	Chimera Wing
 Soldier Bull	90	335	Battle Axe
 Sorcerer	47	45	Magic Water
 Spiny	9	15	Medicinal Herb
 Springer	90	430	Steel Broadsword
 Stink Mink	30	35	Scale Shield
 Stone Man	65	176	Life Stone
 Terracotta Warrior	12	26	Seed of Defense
 Thorn Kid	2	2	Medicinal Herb
 Tongueling	35	99	Scented Pouch
 Tonguelord	35	180	Seed of Wisdom
 Tortragon	38	42	Seed of Defense
 Tortragon Lord	140	590	Magic Water
 Troglodyte	5	8	Bamboo Spear
 Trumpeter	40	145	Seed of Strength
 Tunneler	9	18	Medicinal Herb
 Wicked Soldier	63	270	Iron Breastplate
 Wight King	5	777	Wizard Staff
 Wizard	26	18	Magic Water
 Yeti	37	49	Holy Water
 Zalie	50	105	Magic Water
 Zapper	124	580	Dark Shield
 Zombie Knight	40	282	Blood Mail

This was the first time DQ5 was remade, and just like the original SNES game, this version was also only released in Japan.

The English translation of this game is Dragon Quest 5: Bride of Heaven.

There were never any plans to release this PlayStation 2 version of the game in the United States.

The DS game titled Dragon Quest 5: Hand of the Heavenly Bride is very similar to this version.

The original SNES version only allowed you to have a max of 3 members in your party at a time, this version increased to 4.

There are many more monsters that you can recruit in this version of the game.

This is the first game from the series in which monsters can join your party right around the beginning of the story.




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Kaiser's Irgamin Cata rbis was taken by wire.
Bisbejb ij sjbd cmone. Jail of Ones that's Coudje.
Saiser's Irgamin Wata Frbis ken Innoone mine.
Dibejb ij sjbd cmone. Cell of Ones thats Loudje.
Vaiseiss Carr.
Evil King of Monsters
he is there.
It was so terrible,
and noone can conquest him.
It is True, and It is False.
Nothing to lose You have.
The map of Evils.
There is no water.
it is not the sea.
The Darkness cloud
around you.
Vaiser's Irgamin Qata Frbis ken Jinoone rbine. Aisbejb ij sjbd cmone. Vail of Ones thats Sonuje.



After all, my child, you are yet young. Let the Goddess watch over you and your father, Pankraz, as you tread the path of your destiny. And as you venture forth on that path, my child, passing all the people and places that will forge your spirit along the way, you too shall grow into a man. A man with all the courage of his father. A man worthy of a heavenly bride.

Let this tale unfurl, for generations it will span. Let the quest now begin...

Released on February 17th, 2009 for the Nintendo DS, Dragon Quest 5: Hand of the Heavenly Bride tells the story of a young boy, who grows up to become a mighty warrior and savior of the world.

Dragon Quest 5 begins with a brief scene of the Hero's birth in which the player gives the Hero a name. Afterwards, the Hero, as a child, and his father, Pankraz travel to meet Sancho, an old friend. The Hero meets Bianca and the two explore the haunted Uptaten Towers, where they obtain a mysterious Golden Orb. The next day, the Hero notices a man in the town who looks very similar to him only older. That man asks the Hero to show him the Golden Orb and, after returning it, asks him to take care of his father Pankraz. The first section of the story ends with Pankraz being killed by powerful foes when he tries to protect his son and Prince Harry. They are then both sold into slavery.

The story continues 10 years later, with the Hero and Harry grown up and working as slaves on a giant temple, which they escape from. The Hero eventually travels to the west to the town of Mostroferrato, where the wealthy nobleman Rodrigo Briscoletti and his daughter Nera live. Rodrigo sends the Hero on a quest to retrieve two magic rings, called the Circle of Fire and the Circle of Water, as a test of his worthiness as a suitor for Nera. The Hero accomplishes this and Rodrigo offers the Hero the chance to marry Nera, but it is also possible for him to marry Bianca or Rodrigo's other daughter, Debora. After the marriage, the Hero travels to his homeland of Gotha, where they make him king. His wife has two children, but is kidnapped by monsters. When the Hero comes to rescue her, both are turned to stone by the monsters.



The Hero is found by his two children 8 years later, and is revived. Traveling the world to collect the legendary Zenithian armaments for the Legendary Hero, it is discovered that the Hero's son is indeed the Legendary Hero sought by Pankraz almost 20 years ago. During this stage of the journey, the Hero avenges Pankraz by killing Ladja, and restores the Dragon God, as well as Zenithia Castle, to their proper homes in the sky. To accomplish this, the Hero has to enter a time warp to retrieve the Golden Orb from his child self.

After returning to the temple the Hero helped build as a slave, the Zenithian armor is found, as well as the statue of his wife. After the final source of evil is eradicated from the world, the party is told that Mada remains in the Demon World, and that the final source of evil, Nimzo, is lying in wait for the Legendary Hero. The Hero, his wife, and their children agree not to leave Mada in the demon world, so together they travel there via a portal near Lofty Peak, and reach the Evil Mountain. Mada is found inside, but dies shortly after meeting the Hero and his family. The party continues on to confront and destroy the lord of evil, Nimzo. They return to Gotha, and have a joyful party. As the family celebrates, Pankraz and Mada watch their son and his family from the heavens, happy and content with their progeny.

Some of the unique aspects of Dragon Quest 5 include selecting a bride, and recruiting monsters for your party. You have the choice of 3 different brides, Bianca, Nera, and Debora. There are many different monsters that you can recruit to join your party after defeating them in battle. These monsters will eventually be tamed and follow orders in battle when their wisdom stats are high enough. You can also equip them with weapons, armor, etc and they gain EXP and level up just like a human character. Many of the monsters are better to keep in the party than some of the human characters you come across.

Dragon Quest 5 was originally released on the Super Famicom (SNES) in 1992, and on the PlayStation 2 in March of 2004, however both versions were only released in Japan. It wasn't until the DS version of the game in 2009 that the rest of the world was able to experience the magnificent title known as Dragon Quest 5: Hand of the Heavenly Bride.



 Hero	As a child, you are an innocent boy. The owner of a truly pure heart, you have an unusual affinity with monsters. As you grow up, you become big and strong, with the courage of an army of lions. For a man such as this, what fate lies in store?
 Pankraz	Your father, with whom you travel the world as a young boy. A chiseled face and a brawny physique give him the look of a hardened soldier, but with a rare talent for magic too, perhaps there's more to Pankraz than meets the eye...And what is the ultimate purpose of the quest he has embarked upon with his son in tow?
 Bianca	Bianca is one of your oldest friends, with an animated personality overflowing with curiosity. As time goes by, the young girl grows up into a heavenly young woman. But what in the world is the startling secret she hides?
 Sancho	A warm and emotional fellow who is dedicated to Pankraz and will serve him faithfully to the bitter end. While you and your father are absent on your travels, Sancho remains behind to look after your home.
 Saber	You win this Saber Cat after completing a mission early on in the game. After parting ways you come across him again later on, and he joins your party to aid you in battle.
 Nera	Nera is the daughter of Rodrigo Briscoletti, who is attempting to pass her hand in marriage off to your character. You have to choose between her and Bianca.
 Debora	Debora is Nera's older sister, and voluntarily puts herself in the group of women that your character must select a wife from.

Monster	HP	Gold	EXP	Treasure
 Admirer	320	85	550	Mini Medal
 Air Duckt	119	60	217	Cherub Chime
 Archdemon	305	85	927	Rockbomb Shard
 Bad Apple	22	8	9	Chimaera Wing
 Bag o' Laughs	31	55	10	Chimaera Wing
 Balhib	280	1023	130	Hela Hammer
 Barbatos	480	215	1165	Hell Sabre
 Battle Pip	50	9	24	Antidotal Herb
 Beastmaster	180	110	400	Devil Armour
 Bilhaw	440	300	1275	Ogre Shield
 Bjorn	4700	-	9500	Ultimate Key
 Black Dragon	20	125	630	Seed of Strength
 Blizzybody	104	60	290	Top Hat
 Bludgerigar	30	30	38	Chimaera Wing
 Bomboulder	220	70	340	Diamend
 Bona Constrictor	15	7	7	Medicinal Herb
 Boring Bug	10	2	3	Medicinal Herb
 Brownie	47	15	21	Monster Munchies
 Brrrattling Snake	29	12	22	Bone Stake
 Bubble Slime	15	7	6	Antidotal Herb
 Bunicorn	12	3	4	Leather Hat
 Burr Baby	7	2	2	Medicinal Herb
 Cactiball	25	9	16	Medicinal Herb
 Cannibox	90	95	16	Mini Medal
 Chimaera	81	45	90	Chimaera Wing
 Combatterpillar	15	4	4	Seed of Wisdom
 Conkerer	120	32	70	Medicinal Herb
 Conkjurer	120	40	68	ThT Ticket
 Conkuisitor	140	33	75	Yggdrasil Leaf
 Conkuistador	150	50	72	Yggdrasil Dew
 Corpse Corporal	105	11	85	Yggdrasil Leaf
 Cross Bones	105	100	200	Top Hat
 Cross Eye	74	28	52	Giant Mallet
 Cureslime	76	43	70	Yggdrasil Leaf
 Deadcurion	85	25	106	Moonwort Bulb

Monster	HP	Gold	EXP	Treasure
 Deathsquad	200	80	519	Rockbomb Shard
 Dirty Rat	31	13	14	Seed of Agility
 Doom Slugger	150	63	510	Cobra Claw
 Dracky	10	3	4	Medicinal Herb
 Drackyma	30	10	16	Wayfarer's Clothes
 Drag-goof	125	45	127	Seed of Wisdom
 Drag-goon	130	63	245	Paxa Punch
 Dragon Zombie	240	55	450	Ruinous Shield
 Drakenstein	300	53	670	Poison Needle
 Drooling Ghoul	50	22	69	Medicinal Herb
 Epipany	37	12	22	Holy Water
 Eyelasher	34	19	27	Medicinal Herb
 Eyepod	49	38	42	Chimaera Wing
 Eyevory Tusk-tusk	30	30	38	Seed of Strength
 Fandangow	33	13	19	Hardwood Headwear
 Fat Rat	15	7	7	Medicinal Herb
 Ferz	3600	800	8500	-
 Firebird	95	63	238	Somatic Staff
 Fire-eater	130	80	370	Moonwort Bulb
 Flamethrower	73	50	130	Seed of Wisdom
 Flatulent Ferret	37	30	35	Scale Shield
 Foetid Ferret	28	11	15	Chimaera Wing
 Frighturn	500	158	250	Mini Medal
 Frizzard	27	8	12	Leather Hat
 Funghoul	35	35	40	Antidotal Herb
 Funky Ferret	15	4	4	Seed of Agility
 Gamigin	80	55	101	Monster Munchies
 Gargoyle	123	85	290	Serpent Sword
 Gasbag	110	55	190	Antidotal Herb
 Gastank	112	40	115	Antidotal Herb
 Ghost	22	12	11	Holy Water
 Gigantes	350	70	570	Seed of Strength
 Gloom Slugger	160	57	570	Cobra Claw
 Golem	190	90	330	Seed of Strength
 Goodybag	45	200	80	Prayer Ring

Monster	HP	Gold	EXP	Treasure
 Gourdzilla	42	30	59	Thorn Whip
 Great Dragon	250	158	810	Rebirth Stone
 Great Sabrecat	69	45	100	Iron Claw
 Growlbear	67	45	57	Iron Shield
 Grudgerigar	42	31	44	Medicinal Herb
 Hades Helm	115	95	294	Hades' Helm
 Hammerhood	18	3	6	Medicinal Herb
 Hawk Man	93	51	185	Steel Broadsword
 Healslime	35	14	19	Medicinal Herb
 Hellion	110	70	240	Iron Claw
 Hex Hellmet	70	40	210	Iron Mask
 Hippoblockomus	100	60	202	Iron Shield
 Hippopotamiss	138	80	295	Iron Shield
 Hocus Chimaera	99	65	171	Chimaera Wing
 Hoodlum	83	54	195	Stone Axe
 Hotbag	83	31	120	Seed of Resilience
 Hulagan	58	42	55	Leather Kilt
 Hula Ghoul	78	45	225	Dancer's Costume
 Hunter Mech	72	51	140	Seed of Wisdom
 Hybird	180	90	575	Hermes' Hat
 Hyperanemon	250	124	580	Dark Shield
 Hyperpyrexion	135	110	401	Faerie Foil
 Hypothermion	115	60	252	Seed of Magic
 Ice-breaker	150	74	310	Fire Claw
 Jailcat	21	7	11	Rags
 Jiggery-pokerer	82	41	105	Iron Cuirass
 Jowler	99	37	183	Seed of Agility
 Killing Machine	179	74	633	Spiked Armour
 King Cureslime	156	100	380	Rebirth Stone
 King Slime	210	115	200	Yggdrasil Leaf
 Korol	?	1000	21000	Holy Water
 Lava Larva	50	10	17	Medicinal Herb
 Lazy Eye	110	33	95	Seed of Life
 Legerdeman	48	47	45	Magic Water
 Lesionnaire	42	12	25	Copper Sword

Monster	HP	Gold	EXP	Treasure
 Lick-o'-Flame	125	95	550	Seed of Life
 Lickspittle	22	5	8	Bamboo Spear
 Lindworm	75	42	98	Musk
Liquid Metal Slime	6	10	10050	Mini Medal
 Luneyetic	300	82	380	Thinking Cap
 Magic Marionette	52	30	70	Dancer's Costume
 Mandrake Major	127	65	215	Saw Blade
 Mandrake Marauder	123	81	380	Steel Broadsword
 Mandrake Marshal	175	98	490	Steel Broadsword
 Man o' War	50	22	77	Moonwort Bulb
 Mechan-o'-Wyrm	350	160	978	Orichalcum Fangs
 Mental Pitcher	23	10	13	Seed of Magic
 Merking	95	90	170	Seed of Strength
 Merman	78	45	105	Iron Claw
 Metal Dragon	172	93	610	Metal King Armour
 Metal King Slime	7	15	30010	Mini Medal
Metal Slime	5	75	1350	Seed of Agility
 Metal Slime Knight	50	31	135	Iron Cuirass
 Mimic	400	110	210	Mini Medal
 Minidemon	70	47	120	Pot Lid
 Monster Tamer	80	53	108	Thorn Whip
 Moosifer	180	120	410	Devil Armour
 Morphean Mollusc	55	47	110	Seed of Resilience
 Mother Ocker	100	53	125	Monster Munchies
 Muddy Hand	93	35	110	Chimaera Wing
 Mudraker	85	31	60	Seed of Life
 Necromancer	132	90	325	Prayer Ring
 Nimzo	3240	-	-	-
 Nimzo	7000	-	-	-
 Old Man of the Sea	130	110	230	Shellmet
 Orc	105	55	125	Fur Cape
 Orc King	115	65	205	Fur Cape
 Orobas	171	98	410	Yggdrasil Leaf
 Owlbear	41	40	45	Iron Shield

Monster	HP	Gold	EXP	Treasure
 Paralakeet	50	35	65	Chimaera Wing
 Pazuzu	177	112	610	Kamikaze Bracer
 Phantaseyes	130	55	115	Seed of Strength
 Pink Elephant	150	70	264	Seed of Life
 Pip Fighter	45	25	25	Medicinal Herb
 Pocus Poppet	70	120	50	Seed of Resilience
 Pokesperson	60	42	79	Iron Cuirass
 Pollywaggle	65	29	99	Chinaera Wing
 Pollywiggle	62	30	80	Medinical Herb
 Poltarrrgeist	123	85	350	Zombie Mail
 Powie Yowie	68	37	49	Holy Water
 Poxtongue	105	35	99	Musk
 Prestidigitator	30	20	18	Magic Water
 Prowler Jowler	140	65	310	Seed of Agility
 Pummel Horse	128	68	350	Monster Munchies
 Quack Up	84	57	135	Chimaera Wing
 Quadrahead	109	112	390	Seed of Magic
 Red-Hot Poker	115	63	270	Iron Cuirass
 Restless Armour	65	35	65	Restless Armour
 Revaulting Horse	130	75	270	Magic Water
 Rockbomb	115	27	95	Rockbomb Shard
 Rotten Apple	30	18	30	Medicinal Herb
 Ruff Ruffian	48	37	48	Copper Sword
 Samigina	99	50	155	Prayer Ring
 Sasquash	85	42	74	Seed of Strength
 Scaraburrower	35	9	18	Medicinal Herb
 Screwball Pitcher	24	3	17	Seed of Magic
 Sea Dog	88	45	113	Saw Blade
 Silvapithecus	140	100	403	Elfin Elixir
 Sizzard	37	15	20	Stone Fangs
 Slime	130	110	230	Medicinal Herb
 Slime Knight	105	55	125	Bronze Armour
 Small Fry	115	65	205	Seed of Life
 Snake Ch-arm-er	171	98	410	Serpent Sword

Monster	HP	Gold	EXP	Treasure
 Snake Handler	170	110	640	Legerdemantle
 Snowbird	150	90	445	Hermes Hat
 Soulspawn	155	53	551	Elfin Elixir
 Spiked Hare	167	40	282	Fur Hood
 Stenchurion	167	40	282	Blood Mail
 Stone Golem	120	65	176	Diearnend
 Strongylokrotaphus	160	125	400	Faerie Foil
 Suckling Ocker	73	37	95	Dancer's Costume
 Terracotta Warrior	50	12	25	Seed of Resilience
 Terrorceratops	135	95	376	Seed of Resilience
 Thaumatosaurus	140	59	210	Seed of Life
 Thaumaturge	92	43	85	Holy Water
 Thwarthog	155	109	393	Chain Mail
 Ticking Timeburrm	33	32	37	Rockbomb Shard
 Time Burrm	22	9	15	Medicinal Herb
 Tortoceratops	113	45	225	Seed of Strength
 Toxtongue	130	35	180	Seed of Wisdom
 Tyrannoceratops	161	80	470	Seed of Resilience
 Unexpected	200	79	71	Mini Medal
 Walking Corpse	70	15	57	Rags
 Wallop Scallop	75	43	120	Seed of Resilience
 Warhog	143	90	335	Battle Axe
 Wax Murderer	24	11	13	Bronze Knife
 Wickerman	41	37	42	Bronze Knife
 Wight King	250	5	777	Staff of Antimagic
 Wight Prince	115	45	168	Lightning Staff
 Will-o'-the-whips	20	7	12	Medicinal Herb
 Wisp-o'-smoke	35	17	77	Magic Water
 Wizened Wizard	84	50	123	Magic Water
 Wiz Pip	32	18	23	Th'T Ticket
 Wormbat	63	33	80	Moonwort Bulb
 Wrecktor	179	117	550	Mini Medal
 Wyrtle	30	38	42	Seed of Resilience
 Wyrtoise	178	140	590	Magic Water

This is the first and only version of Dragon Quest 5 to use the Hand of the Heavenly Bride subtitle.

This is the second time this game has been remade, first time was on the PlayStation 2 in Japan.

The DS version of this game marked the first time Dragon Quest 5 was released anywhere else besides Japan.

A few of the characters names have been changed from the SNES version. Papas is now Pankraz, and Flora is Nera, etc.

The original SNES version only allowed you to have a max of 3 members in your party at a time, this version increased to 4.

There are many more monsters that you can recruit in this version of the game.

There is a Slime named Rocket in the town of Precaria. Rocket is the name of the hero Slime in Rocket Slime for the DS.

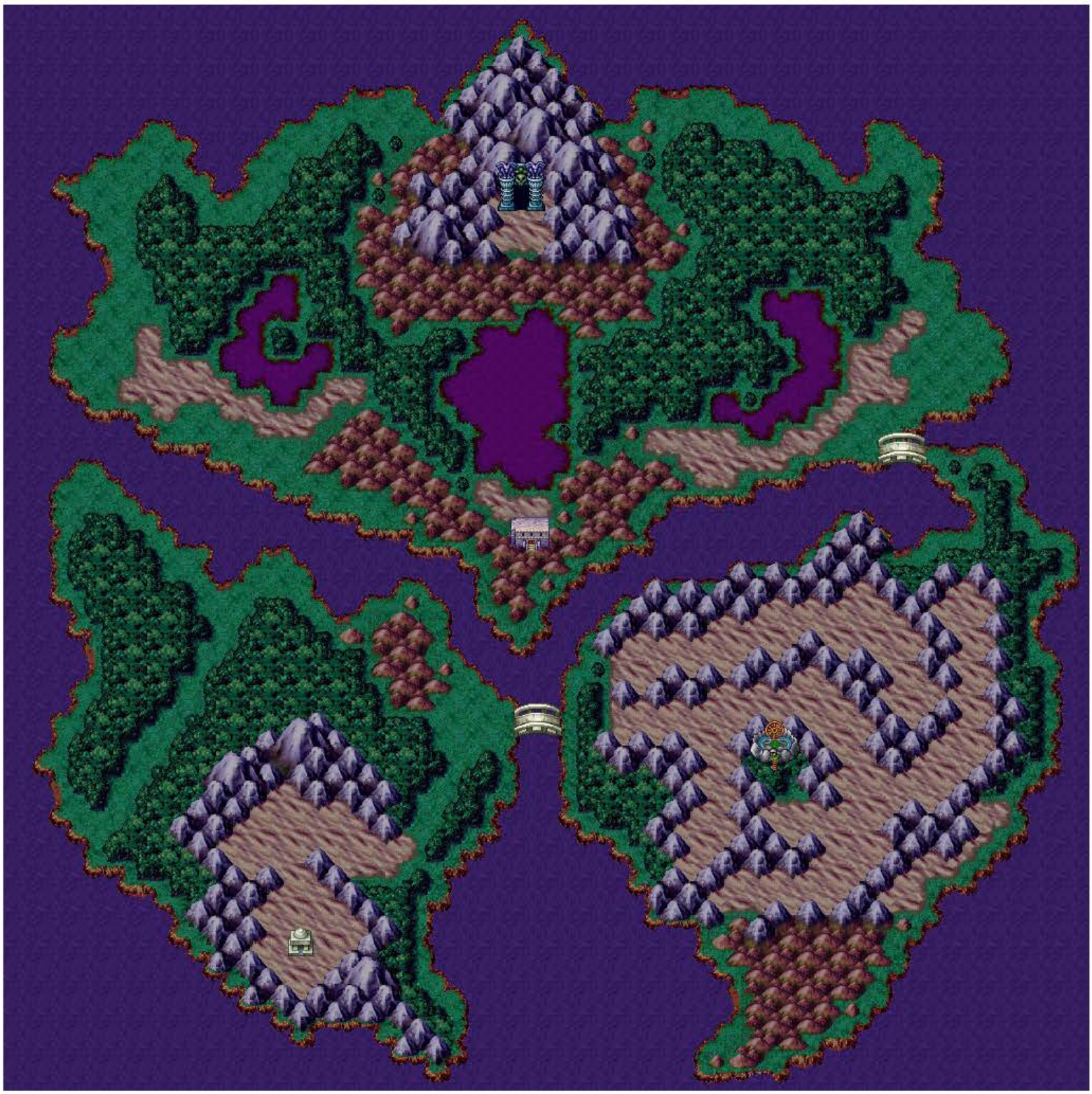
This is the first game from the series in which monsters can join your party right around the beginning of the story.

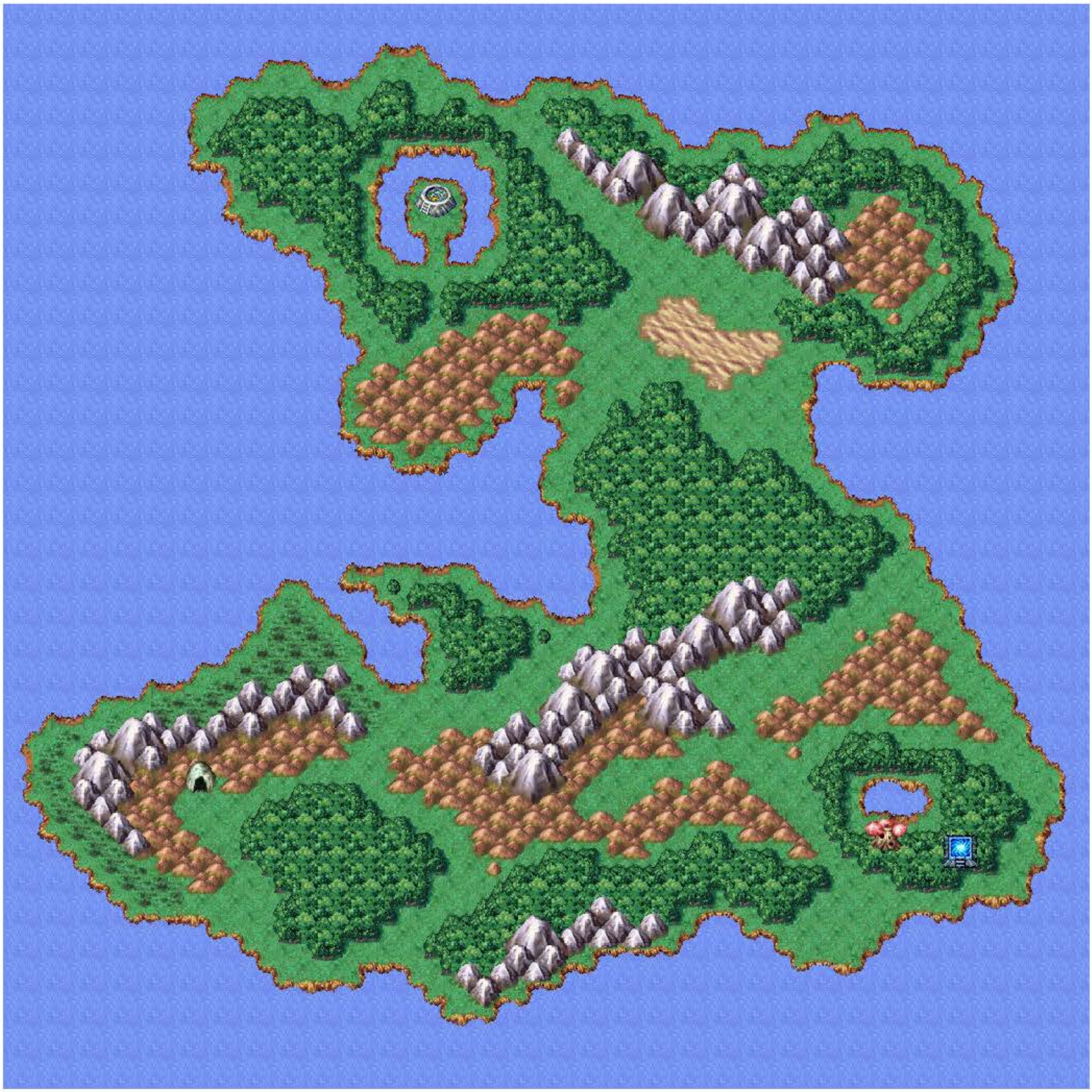
The original SNES version of the game only had 2 choices for a wife, this one adds a 3rd choice named Debora.

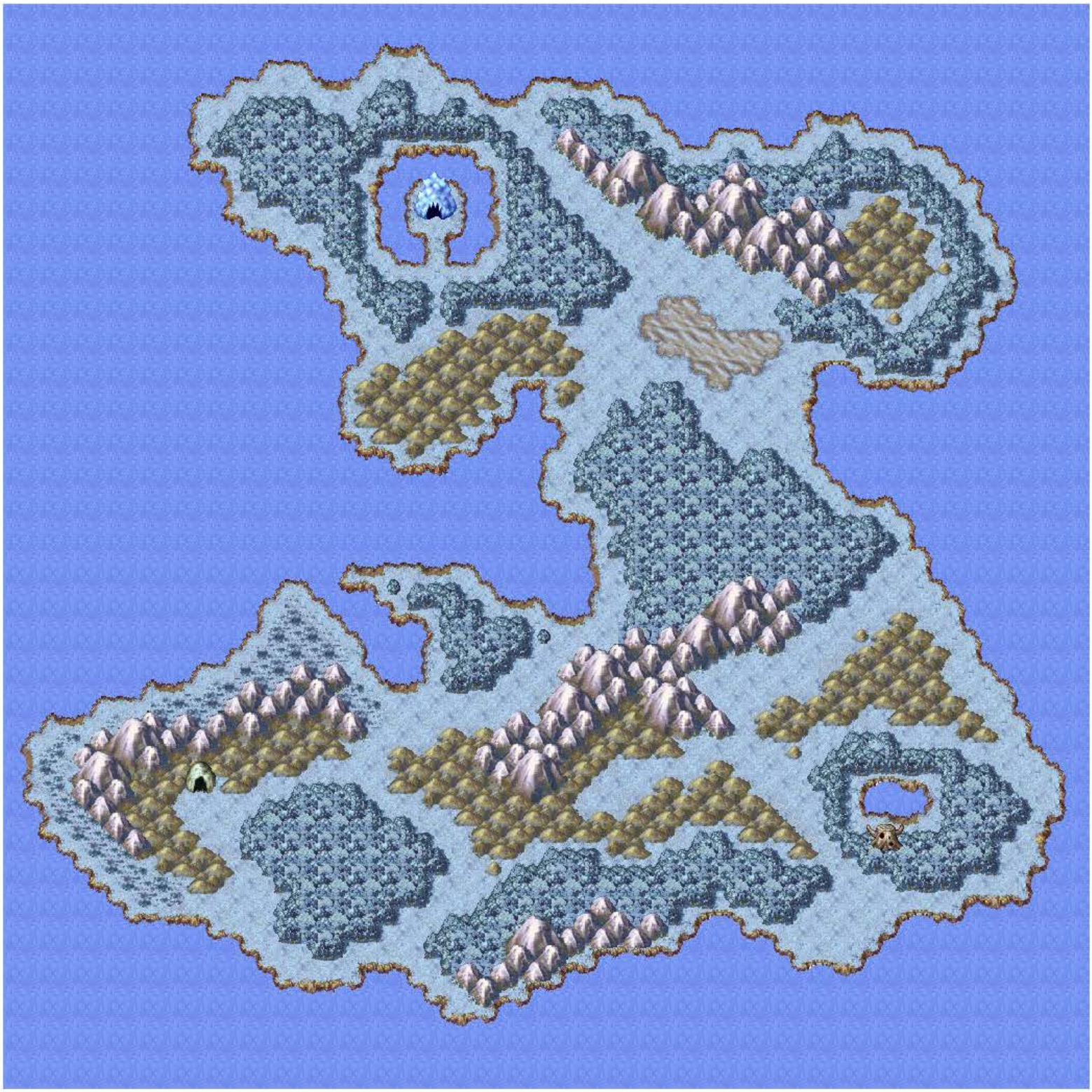


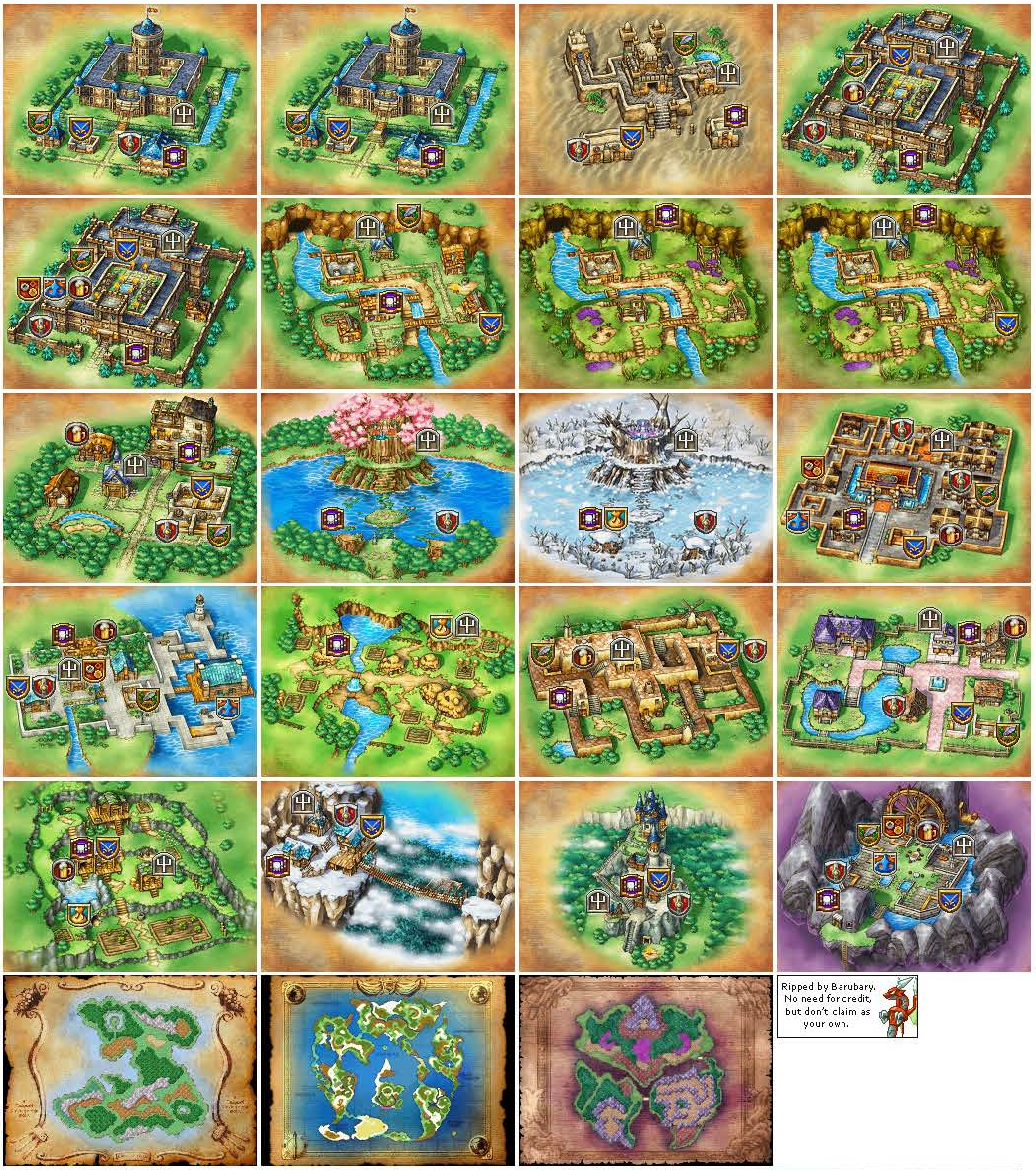



Auction Site
Uptaten Towers
Mantleplace
Ancient Ruins
Coburg
Moot Point
Whealbrook
Roundbeck
Cataract Caves
Fortuna
Zoomingale
Lodestar Harbour
Littlehaven
Estuary Sanctuary
Ventuno
Scary Lair
Heaven's Above Abbey
Lofty Peak
Stockenbarrel
Hay
Diggery Pokery
Crocodilopolis
The Pothold
Scuttlebutt
Abovitall Tower
Mostroferrato
Sacred Lake
Knightmare Towers
Riteof Passage
Mount Magmageddon
Stairway to Zenithia
Northminster
Gotha
Knick-knackatory
Knot Welcome Inne
Oasis
Helmunaptra
The Porgie Estate
Talon Tower
Dominicus's Dominion
http://dragonquest5map.blogspot.com



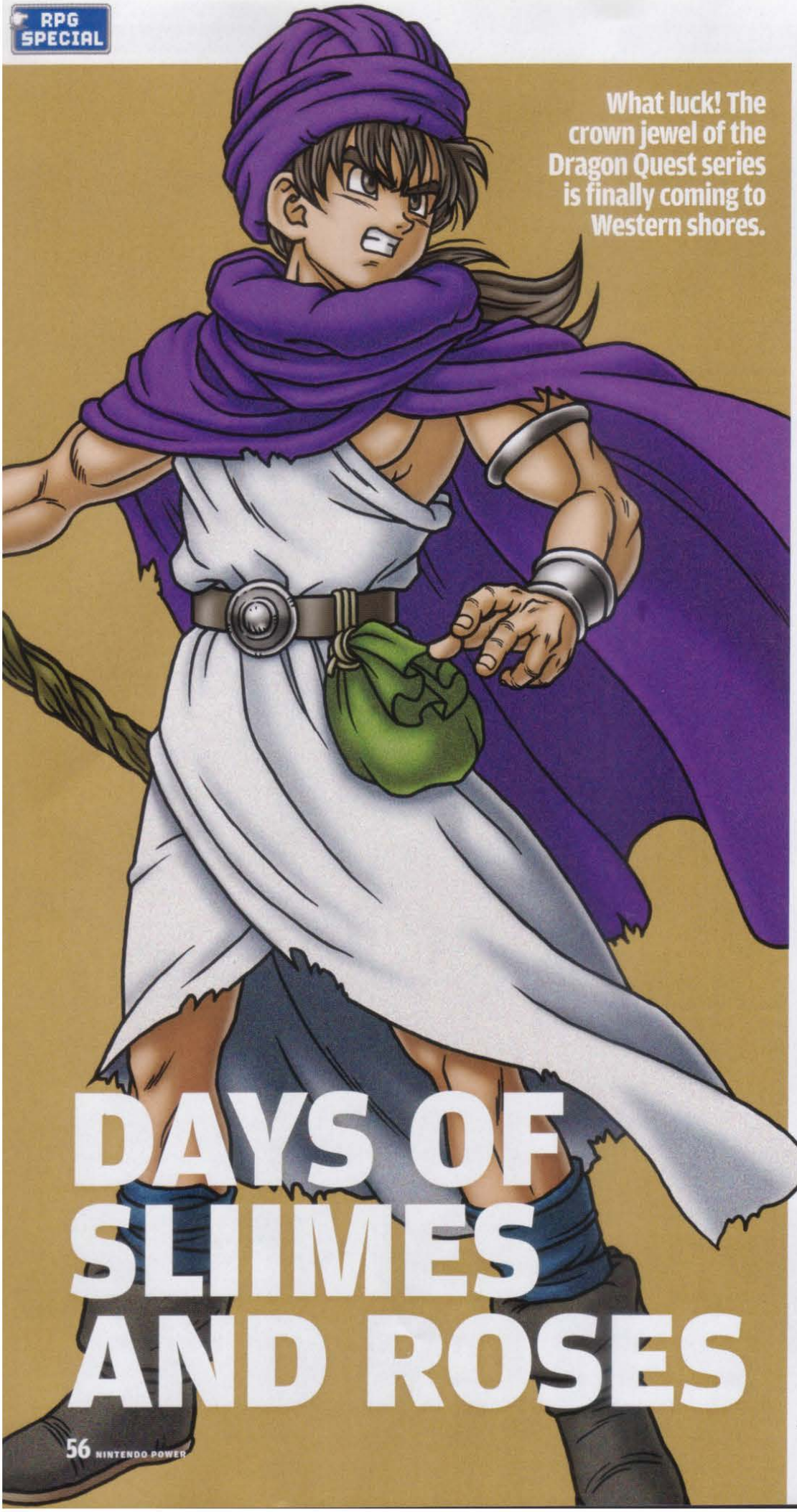






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What luck! The crown jewel of the Dragon Quest series is finally coming to Western shores.

DAYS OF SLIMES AND ROSES

There are many ways to make an RPG feel *epic*. Some developers go for volume of content or depth of freedom or intricate storylines that involve huge casts and ever-expanding perils. When developing Dragon Quest V: Hand of the Heavenly Bride back in the early '90s, series creator and scenarist Yuji Horii went a different route, expanding the series' traditional search-for-the-Chosen storyline to span three generations of a single family. "Although it would have been possible to change the character with each generation," muses Horii, "we decided to start with the hero as a child, and have the player watch him grow up and become a parent himself. We thought this method of storytelling would have the most emotional impact." The story entangles not just the ever-maturing hero, but the lives of his parents, bride, and future children, making for a powerfully moving entry in a franchise that had never attempted anything beyond lightheartened adventure. It quickly became Horii's favorite game in the series, and it holds that distinction still.

Too bad Horii's enthusiasm didn't rub off on his coworkers at Enix America, who decided to stop localizing Dragon Quest just as the series hit its creative peak. That crime is now being redressed with the three-part release of the Zenithea Trilogy (Dragon Quest IV, V, and VI), all significantly remade for the Nintendo DS. After the friendly reception Dragon Quest

BY CASEY LOE



[Left] A child must one day become a man, but a purple turban/cape need never go out of style.



IV: Chapters of the Chosen received last year, Hand of the Heavenly Bride finally seems due to get the attention it so richly deserves.

A QUEST FOR THE AGES

Hand of the Heavenly Bride begins with the hero as a young boy, tagging along as his father pursues the quest his son will one day inherit. While Dad is otherwise occupied, the hero and his playmates scurry off to do a bit of questing of their own, pursuing a pair of dreamlike adventures that make for one of the most appealing opening chapters in the Dragon Quest series. But the hero's happy childhood cannot last forever, and his path to adulthood will be marked with both triumphs and tragedies. He'll take a bride and father children of his own, but he'll face some very difficult choices—and have to endure their painful consequences—as his lifelong mission continues.

Horii has a gift for brevity that is rare among his peers, and he doesn't need cut-scenes or lengthy conversations to tell an emotionally involving story. Nor does he need to pile on the pathos to make you feel something—the handful of dark and tragic moments in Dragon Quest V hit hard because of the many lighter moments that have drawn you into the quest and made you attached to its likeable cast. Dragon Quest V may lack the sophistication of more-modern titles, but few RPGs since have matched the warmth of its soul.

I CHOOSE YOU, SLIME KNIGHT!

With the game's tight focus on a single family, Horii had to look beyond the usual cast of rogues, priests, and princesses to fill out the hero's party. He found his supporting cast in the series' traditional roster of foes, and designed a monster-recruitment system that would later serve as an inspiration for the Pokémon series. Recruiting is a simple and random process: after you defeat certain monsters, they may pledge their loyalty to the hero. Wild

RPG CLICHÉ CHECKLIST

- [ ] Spiky-haired protagonist
- [ ] Earnest/clueless female lead
- [ ] Amnesia a key plot point
- [x] Events foretold by prophecy
- [x] Random battles
- [?] Orphaned party members
- [ ] Airship travel
- [x] Underage heroes
- [ ] Technology is evil

STATS

Legacy

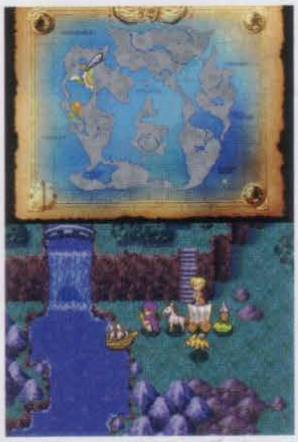
Innovation

Narrative

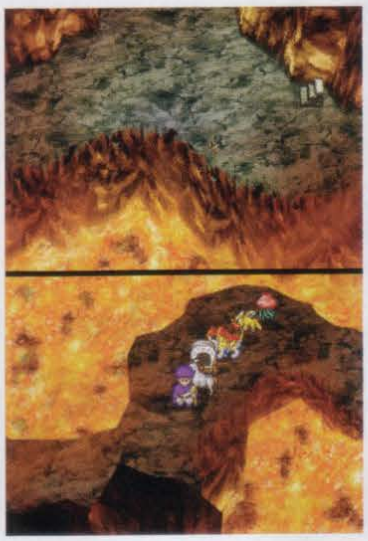
Exploration

Action / Strategy

Special Skill
Adding a unique narrative twist to classic gameplay; making you feel guilty for not being nicer to your parents







[Below] Whoever you choose to marry, your kids will take after their mother. Before proposing to Nera, consider how your kids will be nicknamed "slime-hair" at school.









Just consider yourself lucky that Debora stops short of hawking loogies and throwing pennies. Hey, you're the one who decided to marry her!

monsters are typically only level 1, so you never really know what their ultimate potential is until you level them up and try fitting them with different equipment—who knew that Healslimes could use edged boomerangs? Who knew that Jailcats grew into such versatile spellcasters?

The monsters are well balanced level-for-level, but their preset level caps will force you to rotate out old favorites as ones with greater potential become available. Every new version of Dragon Quest V has added more monsters to recruit, and at this point there are more than 60 available. With such a generous roster to choose

THE BRIDES, HEAVENLY *and* OTHERWISE

Eventually your hero will need to find a partner to—as the priest at your wedding puts it—"love and to cherish, in sickness and in health, for as long as you both shall be resurrected from death in the church." The DS version of Dragon Quest V offers three lovely prospects. Who will you choose?



BIANCA WHITAKER

The hero and Bianca first met as young children, and the two set off on a grand adventure while their parents were occupied with grown-up stuff. After exploring a haunted tower and saving a saberkitten from local bullies, the two parted ways for over a decade. When chance reunites them, the hero finds Bianca willing and eager to embark on a lifelong adventure with her childhood friend.

A consummate tomboy, Bianca can be a bit coarse, but makes up for her lack of refinement with her boundless enthusiasm and prowess on the battlefield. She's the highest-level of the three brides by far, but her hardscrabble upbringing hasn't provided her with any of the exclusive, high-quality equipment that the Briscoletti girls enjoy.



NERA BRISCOLETTI

Sweet, beautiful, and chaste enough to make freshly fallen snow seem smutty by comparison, Nera has everything a young man might desire from a bride—except, perhaps, a personality. As the daughter of a wealthy shipping baron, Nera is a magnet for gold-digging suitors. So protective father Roberto Briscoletti has decided to force all interested parties to risk life and limb on a pair of dangerous quests before they can win her hand in marriage.

When you propose, the demure Nera confesses that all she can ever be is "a wife who relies on you for protection and shelter." But faced with the prospect of a long separation from her adventurer husband, Nera will toughen up and join the hero on his quest, growing into a respectable sorceress in the process.



DEBORA BRISCOLETTI

It's a safe bet that the producers of Dragon Quest V weren't thinking about Debora when they decided on the "Heavenly Bride" subtitle. The black sheep of the Briscoletti family, Debora is self-absorbed, controlling, and in the eyes of her father, completely unmarriageable. But once she sees how far the hero will go to land her sister, she decides to throw her hat in the ring because she says the hero seems the type who's "willing to do anything and everything that I want."

Despite her distaste for physical exertion ("it plays havoc with my complexion"), Debora will insist on accompanying her husband on his quest so that she can make sure he's following her orders. Debora's a fierce fighter, able to strike twice per turn with her razor-sharp acrylic fingernails.









[Left] Wager on the slime races or enter a slime of your own. Or do both, you sneaky cheat!



[Left] Among the casino's newest games is a board-game adventure complete with enemies, shops, and hidden treasures.

from, every player's quest will unfold a little differently, and you'll find a new cast of allies each time you play.

GOOD HUES ALL AROUND

The DS version of Dragon Quest V uses the same engine as the recent Dragon Quest IV: Chapters of the Chosen, but manages to find a lot more color to break up the cookie-cutter towns, towers, and dungeons. Visual highlights include a gorgeous waterfall cave, a bubbling volcano, a snowed-in fairy kingdom, and several other vivid new settings that look beautiful with the two-screen treatment. Once again, composer Koichi Sugiyama has delivered a fantastic soundtrack—easily one of the series' best.

The battles remain fast-paced and richly animated, with weapons that can hit entire groups (or the entire battlefield) adding a bit of spice to the otherwise-straightforward, hammer-on-the-attack-button battle system that has long been the series' trademark. (Expect that to change a bit in the upcoming remake of the more tactical Dragon Quest VI).

When Dragon Quest V finally lands in North America, it will mark the end of a 17-year journey—nearly as long as the one in the game. But despite its age, Dragon Quest V retains much of the sparkle of youth. For although a few games in the ensuing years have experimented with the concept of an intergenerational storyline, none have pulled it off with anywhere near the same level of success. We'll find out on February 17th if the DQV hero's lifelong quest will come to so satisfying of an end.

THE STORY THUS FAR

Dragon Quest is one of the most successful franchises in video game history, but nearly all of its 45 million sales occurred in Japan. It never really caught on in the west due to years-late localizations of the early chapters (as the NES "Dragon Warrior" series) and Enix America's decision to cease localizing the series entirely. But an ambitious plan to remake Dragon Quest IV, V, and VI for the Nintendo DS has given new publisher Square Enix an opportunity at a fresh start.









FATHER *of* THE BRIDES

Dragon Quest V creator Yuji Horii explains the joys of tormenting players, why he would marry a woman who would ruin his life, and how Dragon Quest X will star a serial-killing mortician with superpowers trapped on a tropical island. (OK, maybe that last one is a bit of stretch....)

NINTENDO POWER Dragon Quest V has a strong emotional impact that seems unusual in the generally lighthearted Dragon Quest series. Why did you decide to go in that direction?

YUJI HORII In Dragon Quest V, I shifted the focus from a large cast to three generations of a single family battling a great evil. But it wasn't really my intention to change the atmosphere of the game. I guess that this type of story just had a strong emotional impact on players.

The game tells a powerful story with very little dialogue. What is the key to drawing people into a story without lengthy event scenes?

Dragon Quest originally had to get by with as little dialogue as possible due to the cartridge size restrictions of the past. So I've always made an effort to write short, dramatic lines that any player could understand, and that allow anybody to fill in the "missing gaps" on their own. Fortunately, that also gave players the freedom to expand upon the story in their mind and delve even deeper into the world of Dragon Quest.

The story forces players to make difficult choices that have long-term consequences. This is a concept that is explored heavily in Western RPGs, but rarely in Japanese ones. Why do you think that is? Is it something you would be interested in pursuing in future games?

One of my goals with Dragon Quest V was to "torment" players. I've always been mischievous and enjoy playing tricks on people. In this case, I think my personality just sort of came through in the game. At the time, I have to admit I wasn't thinking about Western RPG trends or what sort of story would be popular. I just wanted to get the player as involved in the game as possible.

The original version of Dragon Quest V was your first game for the Super Famicom [Japan's version of the Super NES]. What did the increased power of the Super Famicom allow you to do that hadn't been possible before?

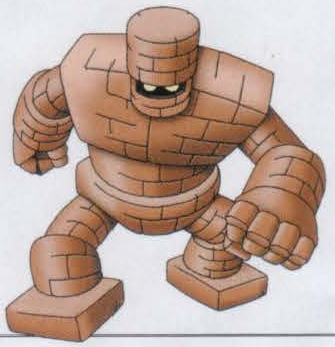
The biggest different between the Famicom and the Super Famicom is that the latter more than doubled the cartridge size. The hardware also allowed us to add a third dimension, height, to the two-dimensional worlds we had in past titles. So we were able to develop a game with an epic story and exciting environments.

Were there any games, movies, or novels that influenced the ideas in Dragon Quest V? What outside media is influencing your current development efforts?

Although I love to watch movies and read books, I can't say that any one in particular influenced Dragon Quest V. Although I guess in a broad sense, I could say that they affected my artistic taste, which went on to affect my ideas. Right now I am watching a number of American dramas such as *Lost*, *Heroes*, *Dexter*, and *Six Feet Under*. You can keep an eye on my future titles to see how these shows are affecting me now.

What was the inspiration for adding the character of Debora to the DS version of Dragon Quest V?

Since Dragon Quest V had already been remade on the PlayStation 2 in Japan, I wanted to put something entirely new in the DS version. Since Bianca and Nera were very popular as the hero's choices for his bride, I thought of adding another female character to the cast. But I wanted her to be someone that nobody in their right mind would ever pick! It was the perfect opportunity to torment players just a little bit more.



How did you decide which monsters would be recruitable for players? Do you have any sentimental favorites? Any suggestions for players?

In Dragon Quest IV, feedback from players was really positive regarding Healie, a Healslime that joined the party. So in Dragon Quest V, we introduced a full monster-recruitment system. I like all of the monsters, but I usually get attached to the first one that joins my party. I would suggest the Slime Knight, but my favorite is the Walking Corpse.

Do you find Japanese fans of the original Dragon Quest V are experiencing the game differently now that they themselves have grown up, married, and had children?

I have heard that from many people. They played Dragon Quest when they were young and now have children of their own. When they were kids, all they thought about was beating the game, but after playing it years later, they found themselves with a better understanding of characters like Pankraz, the hero's father. Or they used to always choose Nera because of the items you could get, but now feel bad for Bianca. But then they still go and choose Nera!

As a game designer, which do you find more challenging: coming up with major themes like the generational quest in Dragon Quest V, or new scenarios for the towers and dungeons along the way?

When I begin work on a new Dragon Quest title, I always think about why the hero is on his journey. Thinking about this, the heart of the story, always takes the longest amount of time. So I would have to say that coming up with the major theme is the most challenging.

What one thing do you believe Dragon Quest does better than any other video game series?

Although many people don't realize it, Dragon Quest doesn't tell its story in a linear fashion—it tells it across a much broader plane. What I mean is that the story doesn't only develop through the main characters. The story becomes apparent by conversing with people in towns or villages. So I also spend a lot of time thinking about how those townspeople and other characters will talk. The player has a chance to speak with a large variety of characters and experience different ideas and emotions.

I also think Dragon Quest is very user-friendly. While making a game, it's very easy to start seeing things only through the eyes of a creator, and leave the user's perspective behind. While the creator understands everything about the game, the player doesn't know a single thing coming in. Although the main Dragon Quest series is about to see its ninth installment, the game's system and story have been crafted with first-time players in mind, and will be enjoyable for anybody.

If you were a single man of the Dragon Quest V hero's age, which heroine would you chose to marry?

Now that's a tough question! Normally I'd lean towards Bianca, but emotions are a very tricky thing! There's something about Debora's wicked nature that I find appealing, so I would probably go with her. But then my life would become a wreck, and I would regret not choosing Bianca when I had the chance! Life is full of some difficult decisions, isn't it?

Beloved spirit of the mountain, we have been graced with your sacred crown. Goddess willing, may it bring peace and prosperity to our humble village for another year!

The mystical tale of Dragon Quest VI unfurls across two enormous worlds. Your adventure begins when you stumble upon the Phantom Realm, a curious land of lore and legend that you'd previously only dreamed of. Not long after, on the night of your village's annual Fortune Festival, a beautiful mountain spirit reveals herself to you. "Soon, darkness will swallow the land" she tells you, "and your power will be the key to restoring its light".

The mysteries of two worlds lie in your hands. To unravel them, you will embark on an epic journey of courage and self discovery. What kinds of astonishing revelations await you?

Released on December 9th, 1995 for the Japanese Super Famicom (SNES), Dragon Quest 6 is the story of a warrior and his team's heroic adventure to restore peace to their world.



The game opens as the Hero, Muriel, and Hassan approach Mudo, the Demon King's castle. After Muriel summons a dragon, the party enters the castle and comes face to face with Mudo. Overpowering the trio, Mudo appears to destroy each member of the party. The Hero wakes up in Lifecod, and cannot remember anything before the fight with Mudo. Tania, a small girl from Lifecod, insists that he is her brother.

The Hero is then given a task to get a crown in preparation for the annual Mountain Spirit festival from the elder which takes him to Shiena. However he finds out the man that is supposed to make the crown has gone out somewhere to the northwest of town and never came back. The hero then heads in that direction and finds a large hole with the crown maker just barely hanging on. The hero attempts to rescue him and succeeds but in the process, slips and falls to the world below. In this mysterious world, the hero finds a nearby town in which the townspeople cannot see him. The hero grabs a tip from one of the townspeople that there's a special well to the north which people went in never came back, thus the hero heads in that direction and returns to his world.

After getting the ceremonial crown from the crown maker for saving his life, the hero heads back to Lifecod just in time for the festival. During the festival, the hero receives a mysterious vision that a great evil was to take over the world, and asks him to leave in preparation for this disaster.

Thus your adventure gets on its way, as your character meets many other party members to join in battle, including Muriel and Hassan. You can recruit monsters to join your party as well, but not as many as in Dragon Quest 5 as the main focus are the human characters in your group. As in Dragon Quest 4 and 5, you have the wagon to store additional party members, who earn EXP during battle in areas where the wagon is present.

One great feature of this game is the class system, in which you have a variety of classes you can change your characters to. The class system is much more in depth than the one which appeared in Dragon Warrior 3. Most of the classes allow your characters to learn special moves in battle that are devastating to opponents, and do not use MP. Like breathing fire, or hurling a snowstorm for example. There are also stages of classes in which when you become a few different classes you then open the options for even more powerful ones like Sage, Gladiator, and Ranger. It is easy to keep up with the progress of your classes, and once you master them it if best to change in order to create an unstoppable army. The class system from this game has been used on later titles like Dragon Warrior 7 and Dragon Quest 9, and is a magnificent addition to the series. There are other fun features to this game like a Slime Arena, where one of your Slime monsters can battle for rare prizes, a Best Dressed Contest that has to do with Skill Points where you again can win some unique prizes, as well as collecting Tiny Medals.

Dragon Quest 6 is another fantastic title from the series. While it can be a bit confusing at first as you travel back and forth between the Real World and the Phantom Realm, once you get to know the locations, as well as getting involved with the extra features like the class changing system, you will have an exciting adventure into the unknown.

 Hero	Your life in the mountain village of Lifecod is calm and quiet...until you fall face-first into the "phantom realm" told of in village lore. When the spirit of the mountain beckons you to save the land, you set forth on a fantastic adventure.
 Hassan	A roaming martial artist, traveling the world on a journey to sharpen his skills. Though Hassan isn't always the sharpest tool in the shed, his fierce loyalty and good-natured hijinks more than make up for his occasional lack of wits.
 Muriel	An enigmatic woman of unknown origins. A chance encounter brings you both together early on in your adventure.
 Barbara	Despite having no recollection of her past, Barbara maintains a blindly optimistic outlook that makes her a charming addition to the party. Who is she, and why is she so gifted with magic?
 Chamoro	A young prodigy from Gent, a village renowned for its healing powers. Despite his youth, Chamoro's strong will and calm demeanor make him an asset on any journey.
 Terry	A lone warrior on a quest to find the most powerful sword in the world. Might makes right, as far as Terry is concerned, but what is it that he truly seeks?

Monster	HP	Gold	EXP	Treasure
 Akbar	3300	388	8500	Silk Tuxedo
 Aqua Hunter	135	68	125	Iron Helm
 Arrow Dog	22	12	14	Leather Cap
 Axe Dragon	370	75	250	Battle Axe
 Babble	19	9	16	Antidote Herb
 Baby Goyle	32	9	24	Bamboo Spear
 Bao	250	62	155	Half Plate
 Bamba	300	64	216	Half Plate
 Battle Rex	520	92	580	Strength Seed
 Berserker	460	130	960	Echoing Hat
 Berserk Orc	250	112	266	Silver Mail
 Big Face	25	13	21	Scale Shield
 Biggs	500	250	520	Boxer Shorts
 Big Iguana	85	32	90	Full Moon Herb
 Bloody Paw	370	370	260	Defense Seed
 Bomb Crag	300	13	120	Armband of Sacrifice
 Bone Fighter	800	112	980	Dragon Mail
 Bone Prisoner	230	27	283	Shell Armor
 Boss Troll	320	80	310	Strength Seed
 Brast	1800	-	450	Nut of Life
 Bull Savage	900	110	1380	Sword of Decimation
 Burning Breath	110	53	110	Wisdom Seed
 Cave Worm	9	4	4	Medical Herb
 Chameleon Man	75	32	980	Chain Sickle
 Chanter	50	14	20	Tunic
 Chaos Lizard	113	54	118	Star Fragment
 Chunpa	200	60	228	Agility Seed
 Cloud Giant	150	58	160	Clothes Hiding
Curer	170	43	120	Sage's Stone
 Cursed Lamp	150	48	146	Defense Seed
 Cursed Mirror	510	130	580	Silver Breastplate
 Cyrus	250	21	232	Staff of Antimagic
 Dancing Carrot	55	29	48	Antidote Herb
 Dancing Jewels	90	370	50	Gold Ring
 Dark Dream	13000	368	5500	Book of Babbles
 Dark Goyle	160	63	113	Bamboo Spear

Monster	HP	Gold	EXP	Treasure
 Dark Hobbit	63	33	50	Medical Herb
 Dark Horn	235	43	170	Staff of Antimagic
 Dark Mage	380	2~3	425	Wizard's Ring
 Dark Satan	400	93	475	Beauty Plant
 Death Farena	45	8	28	Poisoned Knife
 Death Hole	670	35	1360	Usamimi Band
 Death Slave	52	13	18	Club
 Death Staff	460	135	495	Gent Cane
 Deathtamoor	2000	-	-	Nut of Magic
 Deathtamoor (2nd form)	3000	-	-	Strength Seed
 Deathtamoor (3rd form)	3000	-	-	Strength Seed
 Deathtamoor Left Hand	2000	-	-	Defense Seed
 Deathtamoor Right Hand	1700	-	-	Beauty Plant
 Deep Biter	250	1~2	175	Shell Armor
 Demon General	1500	320	1800	Medical Herb
 Demon General	400	320	1800	Medical Herb
 Demon General	150	320	1800	Medical Herb
 Demonic Lamp	240	61	330	Platinum Shield
 Demon King	990	250	1800	Magma Staff
 Demon Mirror	91	35	68	Nut of Magic
 Demon Pot	250	135	170	Water of Amoru
 Devil Armor	81	45	108	Iron Armor
 Devil Papiyon	310	135	282	Poison Needle
 Dewitt	2000	-	-	Medical Herb
 Digong	400	120	240	Strength Seed
 Dogma	7000	-	500	Nut of Magic
 Dog Sniper	87	27	72	Wooden Hat
 Dragon Soldier	310	93	310	Battle Axe
 Duran	3000	252	5500	Strength Seed
 Eel	180	45	98	Steel Fang
 Elder Tree	28	14	18	Cypress Stick
 Evil Driver	200	43	130	Sharpened Bone
 Evil Fly	190	99	153	Nut of Magic
 Evil Franken	900	83	705	Iron Ball of Destruction
 Evil Hawk	280	107	306	Aeolus's Shield
 Evil Pot	55	23	74	Defense Seed

Monster	HP	Gold	EXP	Treasure
 Evil Statue	230	44	217	Stone Axe
 Evil Wand	259	53	315	Magical Skirt
 Fairy Dragon	50	27	49	Silk Robe
 Fighting Panther	210	78	160	Iron Claw
 First Trial	1000	220	550	Agility Seed
 Flame Man	42	22	38	Nut of Life
 Flower Mage	38	20	19	Iron Cane
 Flying Duck	160	32	130	Wing of the Wyvern
 Frost Cloud	165	43	160	Ice Blade
 Furrat	8	2	2	Medical Herb
 Fusion Dragon	230	53	142	Water of Amoru
 Gamanian	90	47	100	Agility Seed
 Ganko	23	11	15	Wing of the Wyvern
 Garahei	100	28	78	Fairy Water
 Garcia	1300	-	310	Strength Seed
 Gas Cloud	19	10	13	Fairy Water
 Ghost Manatee	110	74	79	Super Necktie
 GiveLife Rock	300	70	252	GiveLife Armband
 Glacos	3000	388	3700	Spear of Glacos
 Goopi	130	50	63	Agility Seed
 Graboopi	150	37	83	Beauty Plant
 Granite Titan	600	120	700	Demon Armor
 Gray Bat	10	5	6	Medical Herb
 Guardian	420	125	427	Platinum Sword
 Harbuckle	40	19	33	Wayfarer's Clothes
 Haunted Mirror	250	50	215	Nut of Life
 Healer	48	18	33	Wizard's Ring
 Heat Cloud	52	17	53	Beauty Plant
 Hell Beast	350	210	165	Sage's Stone
 Hell Blaze	220	86	325	Flame Armor
 Hell Cloud	3000	-	2200	Defense Seed
 Hell Crusher	400	80	370	Dragon Killer
 Hell Dorado	150	85	113	Steel Fang
 Hell Guard	520	150	530	Nut of Life
 Hell Hornet	41	17	22	Antidote Herb
 Hell Jackal	300	69	257	Fur Mantle

Monster	HP	Gold	EXP	Treasure
 Hell Onion	160	30	80	Boomerang
 Hell Pirate	150	72	144	Iron Mask
 Hell Viper	160	18	144	Steel Fang
 Helzaen	130	46	98	Wisdom Seed
 High Mage	25	8	19	Cypress Stick
 High Orc	250	65	210	Chain Sickle
 Holidy	1300	-	110	Defense Seed
 Hologhost	280	60	240	Water Flying Clothes
 Horror Beast	380	250	330	Iron Claw
 Horror Walker	167	84	137	Clothes Hiding
 Iron Turtle	140	80	132	Shell Armor
 Jamiras	1500	430	1050	Fire Claw
 Jutshushi	120	77	105	Nut of Magic
 Kedamon	90	28	38	Fur Hood
 Killer Bat	250	52	260	Piece of Cloth
 Killer Demon	450	130	550	Staff of Revival
 Killer Goose	75	25	55	Wing of the Wyvern
 Killer Jack	330	135	420	Killer Earring
 Killer Machine	600	123	1100	Sword of Miracles
 Killer Machine	250	73	360	Falcon Sword
 Killer Moth	230	88	270	Full Moon Herb
 Killer Wave	110	20	115	Staff of Echoing
 King Eater	180	97	174	Fur Mantle
 King Merman	330	250	300	Demon Claw
 King Slime	265	115	200	Broken Heart
 Krikabu	20	10	10	Medical Herb
 Lamp Demon	870	250	920	Mysterious Bolero
 Lamp Mage	380	58	250	Strength Seed
 Land Armor	410	69	420	Defense Seed
 Last Tensk	190	78	233	Dancer's Clothes
 Legend Horn	260	93	310	Wisdom Seed
 Lesser Demon	145	39	115	Iron Claw
 Lipps	14	7	7	Fairy Water
 Living Dead	200	32	170	Nut of Life
 Mad Wave	160	70	119	Staff of Echoing
 Magic Bat	50	28	55	Super Necktie

Monster	HP	Gold	EXP	Treasure
 Magic Fly	180	96	165	Bunny Suit
 Magiwyvern	180	43	127	Wing of the Wyvern
 Mandrake	9	3	3	Medical Herb
 Man-Eater Chest	180	88	99	Agility Seed
 Man 'o War	95	34	77	Full Moon Herb
 Marine Serpent	120	80	126	Saw Blade
 Marine Slime	90	70	120	Shell Hat
 Megaborg	270	46	330	Boxer Shorts
 Metal Babble	6	10	10050	Hat of Happiness
 Metal King Slime	14	15	30010	Echoing Hat
 Metal Rider	180	60	125	Broad Sword
 Metal Slime	6	75	1350	Boomerang
 Metal Slime	8	20	1015	Boomerang
 Mimic	380	91	150	Nut of Life
 Miralgo	2400	288	2000	Nut of Magic
 Moko-Moko	51	8	27	Sharpened Bone
 Monstora	800	170	310	Stone Fang
 Mud Doll	40	12	22	Sage's Stone
 Mud Lobster	220	103	159	Pink Pearl
 Mudlon	92	19	88	Leaf of the World Tree
 Mudo	900	68	2270	Nut of Magic
 Mudo (2nd battle)	500	-	1000	Defense Seed
 Mudo (3rd battle)	900	258	2300	Sage's Stone
 Mummy Wisp	300	91	330	Shield of Ruin
 Muscle Animal	680	121	770	Magic Fang
 Nelson	250	-	120	Strength Seed
 Ocean King	200	87	167	Strength Seed
 Ocean Naga	240	94	169	Killer Earring
 Octopus Jar Boy	87	50	92	Iron Helm
 Octo Sentry	250	127	195	Platinum Shield
 Ondina	250	105	89	Nut of Life
 Onion	12	9	8	Medical Herb
 Onion Man	42	16	24	Pointed Hat
 Orcman	80	40	65	Strength Seed
 Peep	34	15	19	Medical Herb
 Piero	95	65	110	Pink Pearl

Monster	HP	Gold	EXP	Treasure
 Poison Carrot	92	28	79	Antidote Herb
 Poison Killer	110	60	80	Full Moon Herb
 Poison Zombie	360	57	280	Nut of Life
 Pott	630	158	450	Defense Seed
 Prawn	100	40	117	Pot Lid
 Prison Guard	1500	-	500	Medical Herb
 Prison Guard	100	53	125	Medical Herb
 Puppet Man	160	69	163	Cypress Stick
Red Slime	16	6	9	Fairy Water
 Roari	18	12	11	Medical Herb
 Rotting Corpse	90	15	67	Piece of Cloth
 Samyo	160	42	96	Scale Shield
 Satan's General	710	210	1500	Metal King Helm
 Scary Dog	300	62	377	Magic Fang
 Scott	1200	-	120	Wisdom Seed
 Sea Flower	80	65	80	Sage's Stone
 Sea Ghost	130	63	95	Nut of Life
 Second Trial	1500	380	750	Strength Seed
 Shadow	25	10	23	Defense Seed
 Shoukaku	3500	38	4400	Small Medal
 Silence Sheep	55	13	28	Iron Claw
 Skullgaroo	49	30	46	Agility Seed
 Skull Rider	83	41	95	Sharpened Bone
 Slave Soldier	77	20	73	Club
 Sleep Horn	130	30	85	Full Moon Herb
 Slime	12	3	4	Medical Herb
 Slime	150	18	24	Slime Armor
 Slime Behemoth	240	112	347	Slime Helm
 Slime Knight	35	14	23	Copper Sword
 Slime Snail	124	35	69	Defense Seed
 Smok	320	124	305	Boxer Shorts
 Sorrow Giant	2800	68	6300	Small Medal
 Spotted Behemoth	180	80	94	Slime Armor
 Spotted Slime	7	2	1	Medical Herb
 Spotted Slime Boss	100	49	63	Water of Amoru
 Squire	14	11	12	Leather Shield

Monster	HP	Gold	EXP	Treasure
 Steel Mage	280	99	312	Magic Shield
 Stone Beast	80	37	82	Stone Axe
 Stone Hulk	450	90	462	Strength Seed
 Strong Animal	250	74	238	Steel Fang
 Stun Bat	142	69	83	Full Moon Herb
 Super Tensk	80	52	81	Dancer's Clothes
 Tail Eater	28	14	15	Medical Herb
 Tensk	13	8	6	Beauty Plant
 Terry	2500	-	1300	Stylish Bandana
 Third Trial	1300	168	1250	Wisdom Seed
 Tiger Claw	240	100	290	Fire Claw
 Tower Guard	150	-	95	Medical Herb
 Troll	350	55	215	Club
 Troll Bomber	510	70	510	Demon Hammer
 Ultrawyvern	200	98	417	Wing of the Wyvern
 Unicorn	160	45	120	Wisdom Seed
 Well Demon	230	60	135	Stylish Bandana
 Well Mimic	500	68	135	Stylish Bandana
 Wind Mage	157	57	90	Hat of Wind
 Winged Devil	260	99	405	Demon Claw
 Winged Snake	148	47	135	Steel Fang
 Wizard	57	27	42	Iron Cane
 Wyvern	123	65	103	Wing of the Wyvern
 Zozogel	3500	-	1000	Strength Seed
 Zuikaku	2500	338	3300	Small Medal
 Zushio	400	90	534	Shield of Ruin

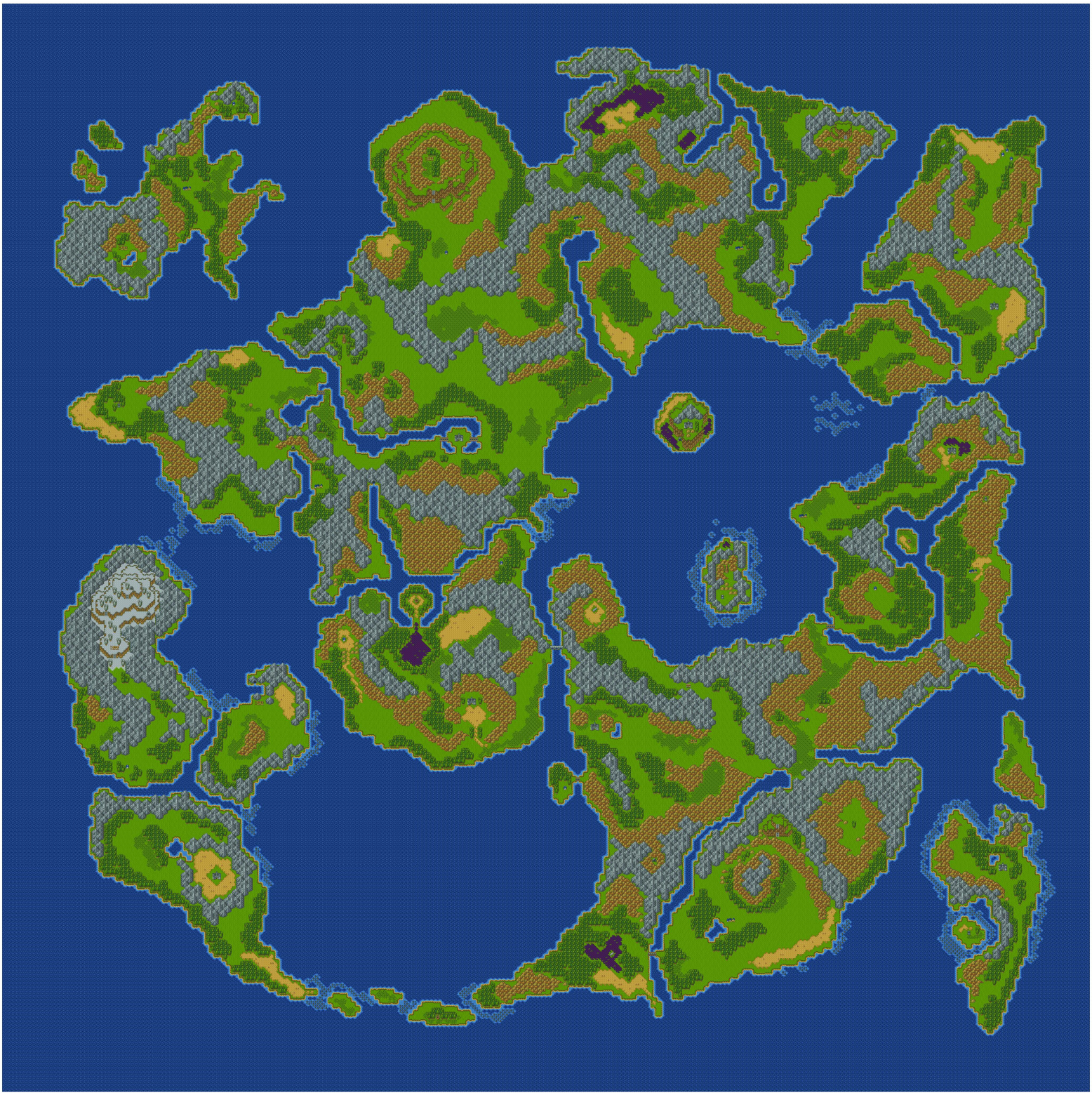
This was the first game of the series to have an extensive changing of character classes. This ability gave the player control of changing every character from the game, multiple times to create an ultimate army. It is far more advanced than what was in Dragon Warrior 3, and the same class changing features from this game have been used on several later titles.

You can recruit monsters to join your party as with Dragon Quest 5, but you need to learn the Monster Tamer Class first.

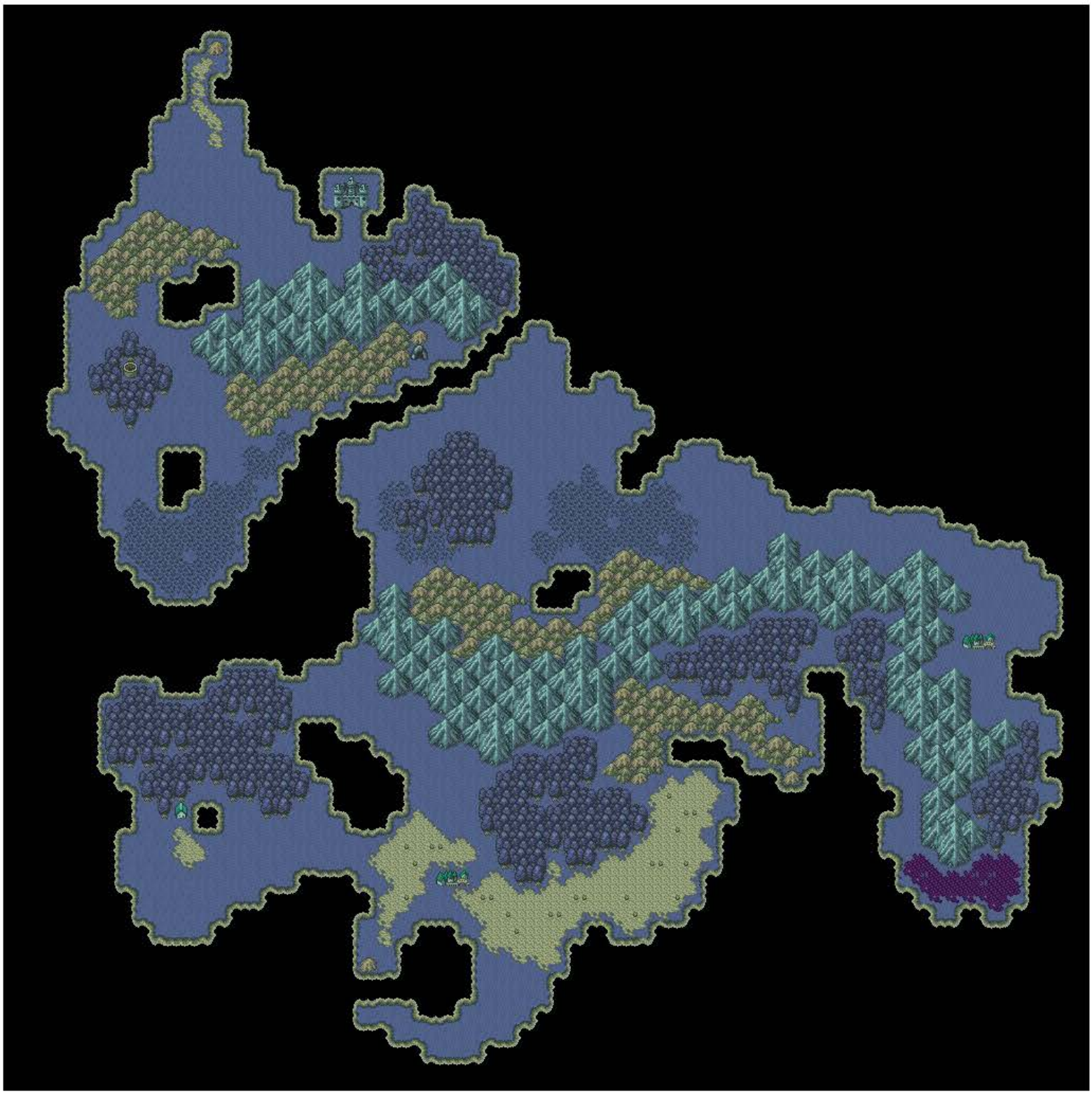
Many of the new features to this game were used on Dragon Warrior 7 including the class system and having 2 separate worlds.

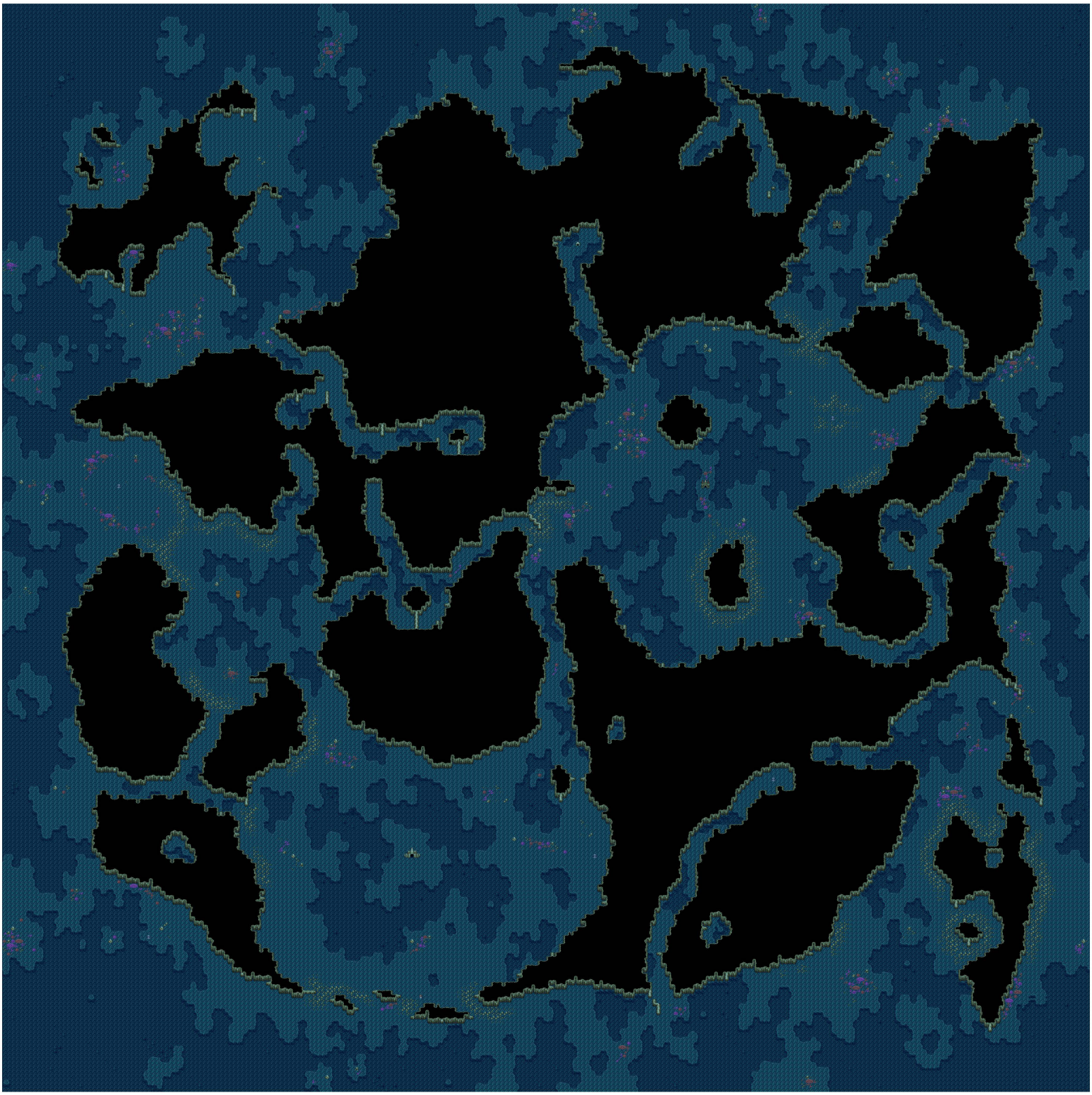
Enix claimed the reason Dragon Quest 6 was not released on the SNES in North America was because the U.S. was about to transition to the N64 in the late 90's. The company did not want to take the time to translate Dragon Quest 5 and 6 when a new system was coming out.

Many newer or non Dragon Quest fans automatically assume this game uses the subtitle Realms of Revelation, when in reality that title was not used until 16 years later on the DS remake.









Beloved spirit of the mountain, we have been graced with your sacred crown. Goddess willing, may it bring peace and prosperity to our humble village for another year!

The mystical tale of Dragon Quest VI unfurls across two enormous worlds. Your adventure begins when you stumble upon the Phantom Realm, a curious land of lore and legend that you'd previously only dreamed of. Not long after, on the night of your village's annual Fortune Festival, a beautiful mountain spirit reveals herself to you. "Soon, darkness will swallow the land" she tells you, "and your power will be the key to restoring its light".

The mysteries of two worlds lie in your hands. To unravel them, you will embark on an epic journey of courage and self discovery. What kinds of astonishing revelations await you?

Released on February 14th, 2011 for the Nintendo DS, Dragon Quest 6: Realms of Revelation is the story of a warrior and his team's heroic adventure to restore peace to their world.



The game opens as the Hero, Milly, and Carver approach Murdaw, the Demon King's castle. After Milly summons a dragon, the party enters the castle and comes face to face with Murdaw. Overpowering the trio, Murdaw appears to destroy each member of the party. The Hero wakes up in Weaver's Peak, and cannot remember anything before the fight with Murdaw. Tania, a small girl from Weaver's Peak, insists that he is her brother.

The Hero is then given a task to get a crown in preparation for the annual Mountain Spirit festival from the elder which takes him to Haggelton. However he finds out the man that is supposed to make the crown has gone out somewhere to the northwest of town and never came back. The hero then heads in that direction and finds a large hole with the crown maker just barely hanging on. The hero attempts to rescue him and succeeds but in the process, slips and falls to the world below. In this mysterious world, the hero finds a nearby town in which the townspeople cannot see him. The hero grabs a tip from one of the townspeople that there's a special well to the north which people went in never came back, thus the hero heads in that direction and returns to his world.

After getting the ceremonial crown from the crown maker for saving his life, the hero heads back to Weaver's Peak just in time for the festival. During the festival, the hero receives a mysterious vision that a great evil was to take over the world, and asks him to leave in preparation for this disaster.

Thus your adventure gets on its way, as your character meets many other party members to join in battle, including Milly and Carver. You can recruit monsters to join your party as well, but not as many as in Dragon Quest 5 as the main focus are the human characters in your group. As in Dragon Quest 4 and 5, you have the wagon to store additional party members, who earn EXP during battle in areas where the wagon is present.

One great feature of this game is the class system, in which you have a variety of classes you can change your characters to. The class system is much more in depth than the one which appeared in Dragon Warrior 3. Most of the classes allow your characters to learn special moves in battle that are devastating to opponents, and do not use MP. Like breathing fire, or hurling a snowstorm for example. There are also stages of classes in which when you become a few different classes you then open the options for even more powerful ones like Sage, Gladiator, and Ranger. It is easy to keep up with the progress of your classes, and once you master them it if best to change in order to create an unstoppable army. The class system from this game has been used on later titles like Dragon Warrior 7 and Dragon Quest 9, and is a magnificent addition to the series. There are other fun features to this game like a Slime Arena, where one of your Slime monsters can battle for rare prizes, a Best Dressed Contest that has to do with Skill Points where you again can win some unique prizes, as well as collecting Tiny Medals and Dream Cards.

Dragon Quest 6: Realms of Revelation is another fantastic title from the series. While it can be a bit confusing at first as you travel back and forth between the Real World and the Phantom Realm, once you get to know the locations, as well as getting involved with the extra features like the class changing system, you will have an exciting adventure into the unknown.

 Hero	Your life in the mountain village of Weaver's Peak is calm and quiet...until you fall face-first into the "phantom realm" told of in village lore. When the spirit of the mountain beckons you to save the land, you set forth on a fantastic adventure.
 Carver	A roaming martial artist, traveling the world on a journey to sharpen his skills. Though Carver isn't always the sharpest tool in the shed, his fierce loyalty and good-natured hijinks more than make up for his occasional lack of wits.
 Milly	An enigmatic woman of unknown origins. A chance encounter brings you both together early on in your adventure.
 Ashlynn	Despite having no recollection of her past, Ashlynn maintains a blindly optimistic outlook that makes her a charming addition to the party. Who is she, and why is she so gifted with magic?
 Nevan	A young prodigy from Ghent, a village renowned for its healing powers. Despite his youth, Nevan's strong will and calm demeanor make him an asset on any journey.
 Terry	A lone warrior on a quest to find the most powerful sword in the world. Might makes right, as far as Terry is concerned, but what is it that he truly seeks?

Monster	HP	Gold	EXP	Treasure
 Aggrosculpture	208	118	486	Cobra Claw
 Animated Armour	80	33	93	Holy Water
 Annihilantern	192	73	396	Platinum Shield
 Aristobat	113	82	99	Moonwort Bulb
 Armoured Wartois	112	96	168	Tortoise Shell
 Arrghgoyle	64	44	98	Stone Axe
(need image) Averill	2000	-	-	Medicinal Herb
 Axesaurus	296	90	300	Battleaxe
 Babygoyle	25	10	28	Bamboo Spear
 Bad Karmour	224	118	374	Magic Shield
 Barksman	17	14	16	Leather Hat
 Batatouille	8	5	7	Medicinal Herb
 Battering Ram	118	57	204	Staff of Antimagic
(need image) Belleau	2500	850	3300	Mini Medal
 Berzorker	200	134	319	Silver Mail
(need image) Bigg	500	250	520	Boxer Shorts
 Biguana	68	38	108	Moonwort Bulb
(need image) Blackmar	3300	900	8500	Silk Tuxedo
(need image) Bloodcreeper	370	370	260	Seed of Resilience
 Bloody Hand	120	44	99	Pretty Betsy
 Blooming Sorcerer	30	24	22	Iron Staff
 Boarker	200	78	252	Chain Sickle
 Bomboulder	240	84	302	Kerplunk Bracer
 Boss Troll	256	96	372	Seed of Strength
(need image) Brick	1200	-	120	Seed of Wisdom
 Brimstone Bulb	128	36	96	Boomerang
(need image) Brock	1300	-	110	Seed of Resilience
(need image) Bronson	1300	-	310	Seed of Strength
 Bubble Slime	15	10	19	Antidotal Herb
 Budding Sorcerer	22	16	21	Cypress Stick
 Burning Man	33	26	45	Seed of Life
(need image) Cabot	3500	550	4400	Mini Medal
 Cannibox	144	96	118	Seed of Agility
 Cauldrone	69	60	110	Iron Helmet
 Chompoceros	144	116	209	Fur Cape

Monster	HP	Gold	EXP	Treasure
 Cloud Surfer	120	69	192	Cloak of Evasion
(need image) Commander Brutus	1800	-	450	Seed of Life
 Corpse Corporal	160	38	204	Seed of Life
(need image) Corpsickle x3	360	57	280	Seed of Life
 Crayzee	178	123	190	Pink Pearl
 Crested Loon	18	13	18	Chimaera Wing
 Cumaulus	15	12	15	Holy Water
 Cureslime	138	51	144	Magic Water
 Cutterfly	152	118	183	Seed of Magic
 Czargoyle	200	62	300	Rags
 Damselfly	40	32	58	Silk Robe
 Darkcrawler	320	108	570	Pretty Betsy
 Darkgoyle	128	75	135	Bamboo Spear
 Dead Resident	41	21	21	Oaken Club
 Deadly Dodo	60	30	66	Chimaera Wing
(need image) Demon-At-Arms	1500	320	1800	Medicinal Herb
(need image) Demon-At-Arms	400	320	1800	Medicinal Herb
 Demon Overlord	792	300	2160	Magma Staff
 Demon Steward	360	156	660	Staff of Resurrection
 Demonrider	160	51	156	Bone Stake
 Devil Glass	72	42	81	Seed of Magic
 Devilmoth	248	162	338	Poison Needle
(need image) Dhuran	3000	2300	5500	Seed of Strength
 Diethon	144	21	172	Steel Fangs
 Disgustling	240	109	396	Ruinous Shield
(need image) Dogmus	7000	-	500	Seed of Magic
 Drackal	200	88	285	Steel Fangs
 Dragooner	336	150	512	Platinum Sword
 Drastic Drackal	240	82	308	Fur Cape
 Dread Herring	72	56	120	Seed of Agility
 Dreadful Drackal	240	74	452	Ferocious Fangs
 Dreadstaff	386	162	594	Staff of Ghent
 Dreamaera	93	78	123	Chimaera Wing
 Eveel	144	54	117	Steel Fangs
 Ewwnicorn	128	54	144	Seed of Wisdom

Monster	HP	Gold	EXP	Treasure
 Feralball	6	2	3	Medicinal Herb
 Feralbeast	72	33	45	Fur Hood
 Finned Fatale	320	144	288	Seed of Strength
(need image) First Test	1000	220	550	Seed of Agility
 Flython	118	56	162	Steel Fangs
 Freezing Fog	132	51	192	Icicle Dirk
 Frighturn	504	189	540	Seed of Resilience
 Fuddleguana	106	64	141	Lucida Shard
(need image) Gallows Giant	2800	580	6300	Mini Medal
(need image) Garrett	250	-	120	Seed of Strength
 Gasbagon	184	63	170	Amor Seco Essence
 Ghastropod	7	4	5	Medicinal Herb
 Giant Moth	36	9	33	Poison Moth Knife
 Goblin Pixie	20	21	22	Cypress Stick
 Goodybag	72	444	60	Gold Ring
(need image) Gracos	3000	900	3700	Gracos' Trident
 Grim Grinner	50	45	60	Medicinal Herb
(need image) Grim Keeper	520	150	530	Seed of Life
(need image) Grrrgoyle	380	250	330	Iron Claw
 Gryphon	200	25	278	Staff of Antimagic
 Guaardvark	39	36	55	Seed of Agility
 Gun Shield	20	15	25	Scale Shield
 Gustbluster	125	68	108	Hermes' Hat
 Gustodian	40	16	24	Plain Clothes
 Haardvark	14	14	13	Medicinal Herb
 Hacksaurus	416	110	698	Seed of Strength
 Harmour	64	54	129	Iron Armour
 Haunted Mirror	200	60	258	Seed of Life
 Healslime	38	21	39	Prayer Ring
 Helldorado	120	102	135	Steel Fangs
 Hell Gladiator	320	96	444	Dragonsbane
 Hell Hornet	32	20	26	Antidotal Herb
 Hell Nino	41	20	63	Pretty Betsy
 Hellstalker	133	100	164	Cloak of Evasion
 Hermit Pixie	45	32	50	Iron Staff

Monster	HP	Gold	EXP	Treasure
 High Djinks	696	300	1104	Glombolero
 Hirsute Hexer	304	256	510	Prayer Ring
 Hocus Dreamaera	144	51	152	Chimaera Wing
 Hopping Hellfire	176	103	390	Flame Armor
 Infernal Pane	408	156	696	Silver Cuirass
 Iron Tortoise	328	82	504	Seed of Resilience
 Jackal Ripper	544	145	924	Ferocious Fangs
(need image) Jamirus	1500	430	1050	Fire Claw
 Jugular Joker	264	162	504	Falcon Knife Earrings
 Jumping Jackal	168	93	192	Iron Claw
 Killer Moth	184	105	324	Moonwort Bulb
 Killer Wave	128	84	142	Watermaul Wand
 King Cureslime	192	134	416	Slime Helm
 King Slime	212	138	240	Restless Heart
 Kisser	160	72	273	Seed of Agility
 Leery Lout	11	13	14	Leather Shield
 Lesser Demon	116	46	138	Iron Claw
(need image) Liddle	320	124	305	Boxer Shorts
 Lips	11	8	8	Holy Water
 Liquid Metal Slime	6	10	10050	Happy Hat
 Living Statue	360	108	554	Seed of Strength
 Loathsome Leek	33	19	28	Pointy Hat
 Loss Leader	568	253	1800	Metal King Helm
 Low Djinks	304	69	300	Seed of Strength
 Mad Mallard	128	38	156	Chimaera Wing
 Mad Mollusk	22	16	18	Medicinal Herb
 Magic Marionette	128	82	195	Cypress Stick
 Malevolamp	44	33	88	Seed of Resilience
 Malevolantern	120	57	175	Seed of Resilience
 Man 'o War	78	40	92	Moonwort Bulb
 Marine Mollusk	64	78	96	Magic Potion
 Marine Spirit	104	75	114	Seed of Life
 Marrow Escapee	184	32	339	Tortoise Shell
 Mechalomaniac	720	96	846	Flail of Destruction
 Merking	264	300	360	Cobra Claw

Monster	HP	Gold	EXP	Treasure
 Metal King Slime	14	15	30010	Duplic Hat
 Metal Slime	5	75	1360	Boomerang
 Metal Slime Knight	144	72	150	Steel Broadsword
 Mimic	304	109	180	Seed of Life
 Mortamor	500	-	1000	Seed of Resilience
 Mortamor Phase 2	500	-	1000	Seed of Resilience
 Mortamor Final Phase	500	-	1000	Seed of Resilience
 Mortamor's Left Hand	2000	-	-	-
 Mortamor's Right Hand	1700	-	-	-
 Mottle Slime	5	1	2	Medicinal Herb
 Mottle Mendslime	144	96	112	Slime Armor
 Mottle She-Slime	80	58	75	Amor Seco Essence
 Mud Mannequin	32	14	25	Magic Water
 Muddy Hand	104	60	75	Seed of Agility
 Mudslinger	73	22	105	Yggdrasil Leaf
(need image) Murdaw (Underkeep)	900	580	2270	Seed of Magic
(need image) Murdaw (Murdaw's Keep - Phase 1)	500	-	1000	Seed of Resilience
(need image) Murdaw (Murdaw's Keep - Phase 2)	900	770	2300	Magic Water
 Mythsteed	208	111	372	Seed of Wisdom
 Ne'er-Do-Well	536	42	1620	Bunny Ears
 Noble Gasbagon	240	76	259	Iron Cuirass
(need image) Noktumus	500	-	1000	Seed of Resilience
 Octavian Pirate	120	86	172	Iron Mask
 Octavian Sentry	200	152	234	Platinum Shield
 Ornery Onion	9	10	9	Medicinal Herb
 Overkilling Machine	200	87	420	Falcon Sword
 Perky Pelican	120	92	160	Wizardly Whip
 Pesky Jester	60	38	96	Chain Sickle
 Plated Goretoise	200	134	210	Tortoise Shell
 Poison Eveel	96	96	151	Saw Blade
 Porker	64	48	78	Seed of Strength
 Pot Shot	108	81	150	Iron Helmet
 Prickly Prankster	76	78	132	Pink Pearl
(need image) Prison Guard x2	750	-	500	Medicinal Herb
 Pudgedevil	368	156	1140	Duplic Hat

Monster	HP	Gold	EXP	Treasure
 Rockbomb	240	15	144	Kamikaze Bracer
 Rotton Cotton	40	9	32	Bone Stake
 Ruffled Goon	27	18	22	Medicinal Herb
 Sail Serpent	192	112	202	Falcon Knife Earrings
 Scare Root	7	3	4	Medicinal Herb
 Scarewell	400	81	285	Trailblazing Bandana
 Scorching Man	88	63	132	Seed of Wisdom
 Scytheborg	216	55	396	Boxer Shorts
(need image) Scrimsley Terror	800	170	310	Stone Fangs
(need image) Sculptrice	350	210	165	Magic Water
 Sea Fortress	160	104	200	Seed of Strength
 Seaslime	72	84	144	Shellmet
(need image) Second Test	1500	380	750	Seed of Strength
 Shadow	20	12	27	Seed of Resilience
 She-Slime	12	7	10	Holy Water
 Shell Slime	99	42	82	Seed of Resilience
 Silencing Ram	44	15	33	Iron Claw
 Silhouette	224	72	288	Flowing Dress
 Sinisculpture	184	52	260	Stone Axe
 Sintaur	320	108	640	Ruinous Shield
 Skullrider	66	49	114	Bone Stake
 Slime	9	3	5	Medicinal Herb
 Slime Knight	28	16	27	Copper Sword
 Slugger	10	9	7	Pretty Betsy
 Sluggernaut	64	62	97	Dancer's Costume
 Sluggerslaught	152	93	279	Dancer's Costume
 Slumbering Ram	104	36	102	Moonwort Bulb
 Sniping Barksman	69	32	86	Hardwood Headgear
 Sorcerer	96	92	126	Seed of Magic
(need image) Spiegel	2400	800	2000	Seed of Magic
 Splutterfly	144	115	198	Bunny Suit
 Stinkerbell	104	55	117	Seed of Wisdom
 Stone Guardian	480	144	840	Hela's Armour
(need image) Stormsgate Citadel	3000	-	2200	Seed of Resilience
 Stout Troll	408	84	612	Hela's Armour

Monster	HP	Gold	EXP	Treasure
 Stumpkin	16	12	12	Medicinal Herb
(need image) Terry	2500	-	1300	Stylish Bandana
 Thaumatobat	40	33	66	Bow Tie
(need image) Third Test	1300	680	1250	Seed of Wisdom
 Thriller Wave	88	24	138	Watermaul Wand
 Tiger Jackal	192	120	348	Fire Claw
 Tormentaur	720	132	1656	Massacre Sword
(need image) Tower Sentry	150	-	95	Medicinal Herb
 Toxic Turnip	73	33	94	Antidotal Herb
 Tree Feller	32	22	39	Wayfarer's Clothes
 Troll	280	66	258	Oaken Club
 Tyrantosaurus	248	108	372	Battleaxe
 Uber Dreamaera	160	117	500	Chimaera Wing
 Uberkilling Machine	480	147	1320	Miracle Sword
 Undentured Servant	61	24	87	Oaken Club
 Umexpected	200	162	204	Amor Seco Essence
 Venom Wasp	88	72	96	Moonwort Bulb
 Walking Corpse	72	18	80	Rags
 War Gryphon	224	128	367	Tempest Shield
 Water Wraith	200	126	106	Seed of Life
 Wayward Armour	128	50	115	Scale Shield
 Well Wisher	184	72	162	Trailblazing Bandana
 Wet Kisser	88	88	94	Bow Tie
 Wild Carrot	44	68	57	Antidotal Herb
 Wraithwand	200	63	378	Magical Skirt
 Yabby	80	48	140	Pot Lid
 Yawnoceros	200	74	186	Iron Cuirass
 Zombie Gladiator	640	134	1176	Dragon Mail
(need image) Zozagel	3500	-	1000	Seed of Strength

This is the first and only version of Dragon Quest 6 to use the Realms of Revelation subtitle.

It is known as Realms of Reverie in Europe.

The game's original U.S. subtitle was Realms of Reverie, but was changed to Revelation prior to its release.

The DS version of this game marked the first time Dragon Quest 6 was released anywhere else besides Japan.

In the U.S. a Slime Plushie was given to Gamestop customers as a pre-order bonus when purchasing the game.

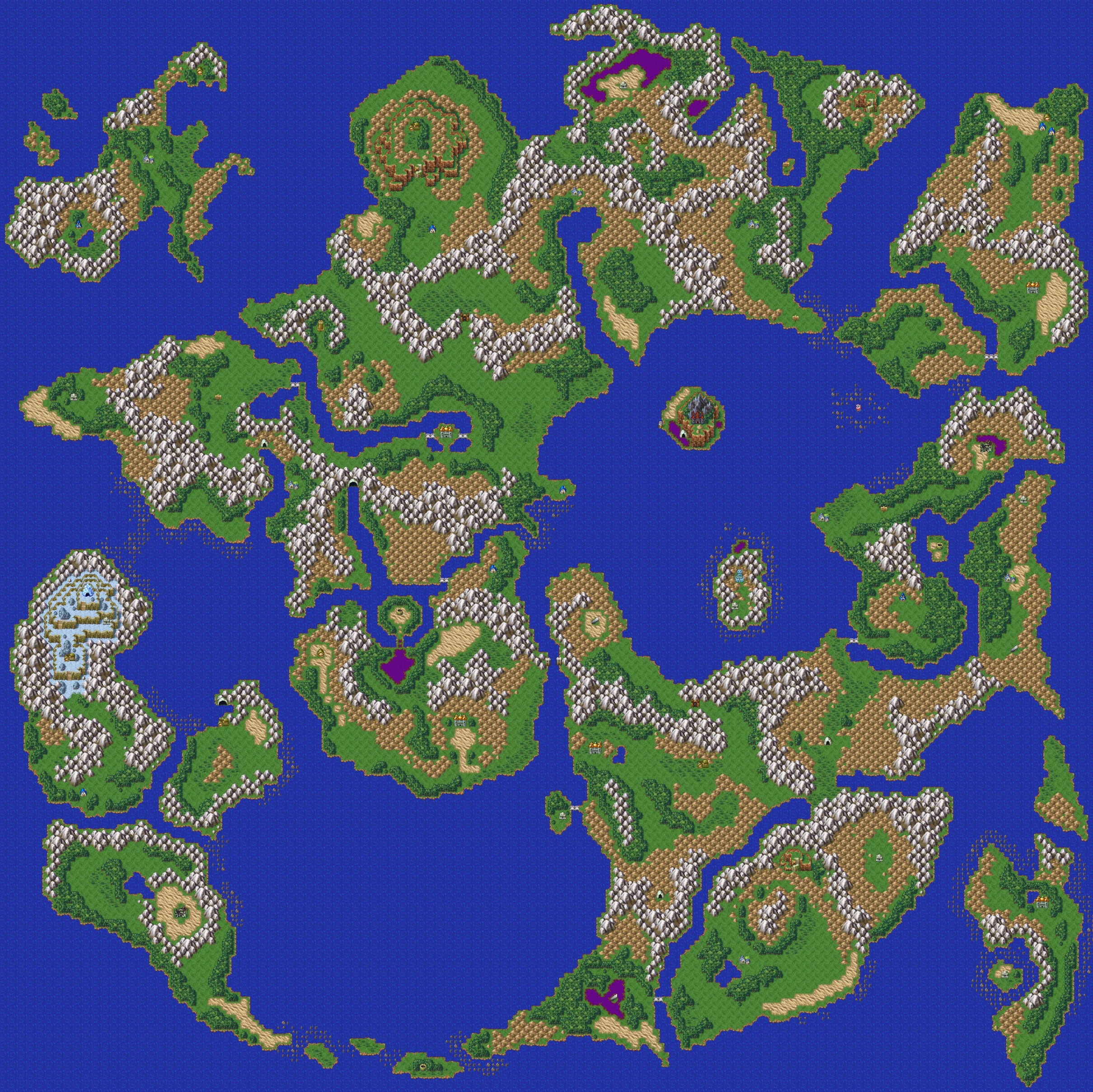
This was the first game of the series to have an extensive changing of character classes. This ability gave the player control of changing every character from the game, multiple times to create an ultimate army. It is far more advanced than what was in Dragon Warrior 3, and the same class changing features from this game have been used on several later titles.

The monster recruitment was changed from the SNES version. You can only recruit certain Slimes and you do not need a Monster Tamer class in order to get them. The only non Slime that joins your party is a dragon named Lizzie.

The Real World and Dream World look almost the same from an overworld view. This is changed from the SNES version in which the continents of both worlds looked different.

Many of the character and town names have been changed from the Japanese SNES version.

There is a character in a castle toward the end of the game named Erdrick. There is no mention if he is any relation to the Erdrick from the original Dragon Warrior trilogy.







Legend

Towns, Castles, and other places

Dungeons

Undersea

UNDERSEA AREAS

[1] Rubiss' Palace

[2] Appello, the Naming God

[3] Poseidon's Palace

[4] Undersea Shrine

[5] Undersea Inn

[6] Undersea House

[7] Undersea Shrine

[8] Sunken Ship

[9] Undersea Shrine

[10] Hidden Path to Best-Dressed Contest

[11] The Underwater Tunnel

[12] Seabed Shrine

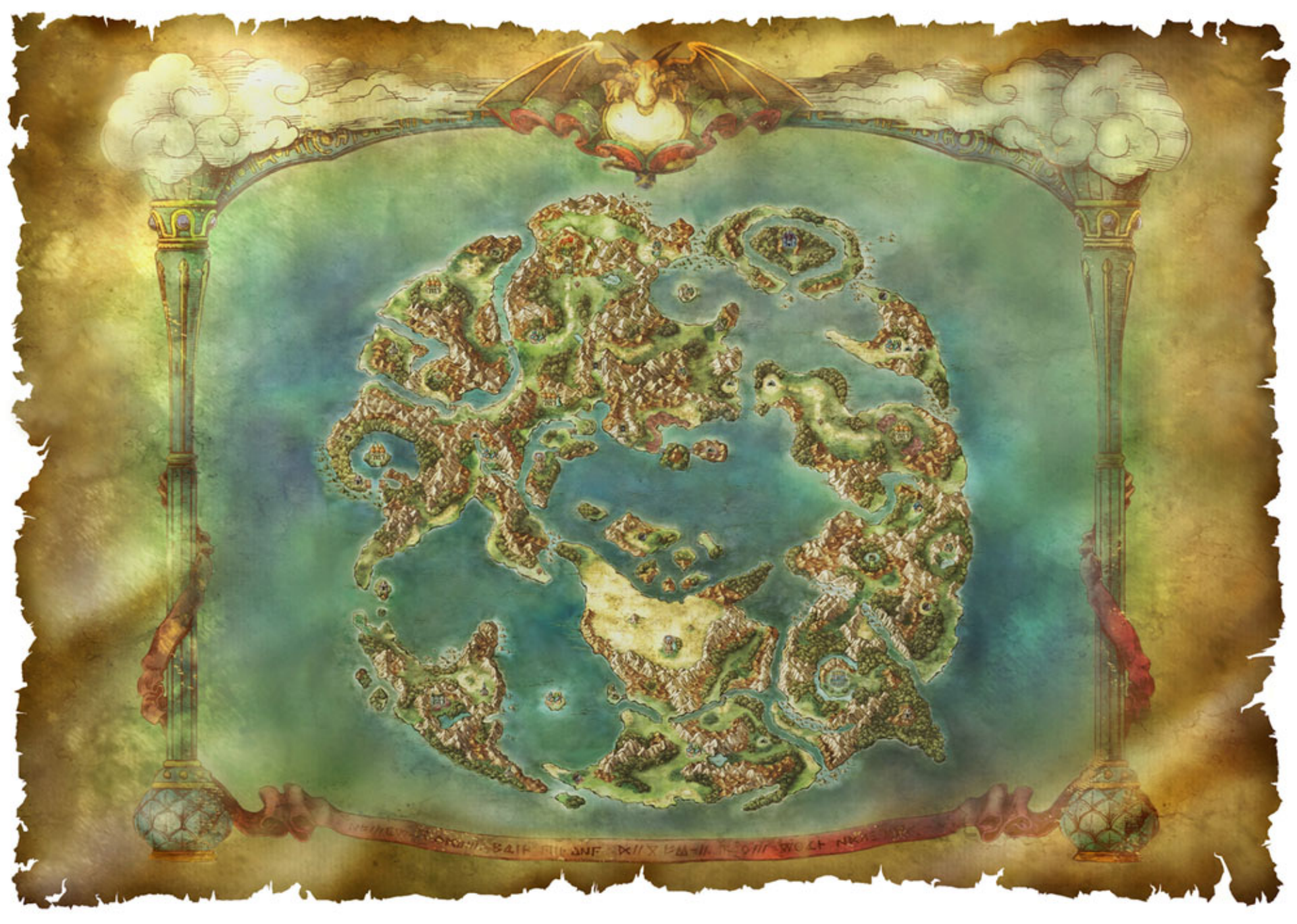
[13] Underwater Castle

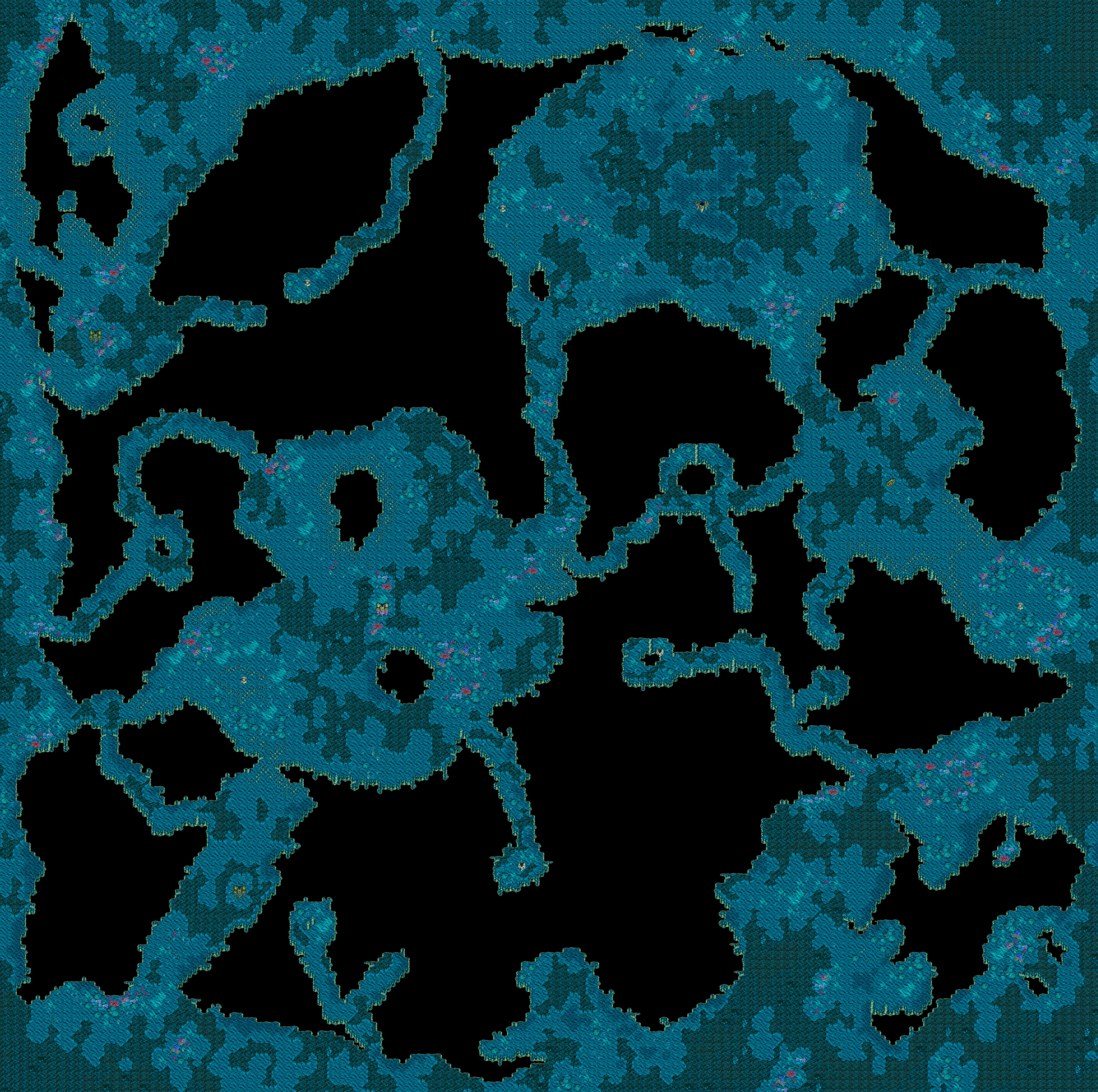
Text by ignasia7, Map by King_Zenith

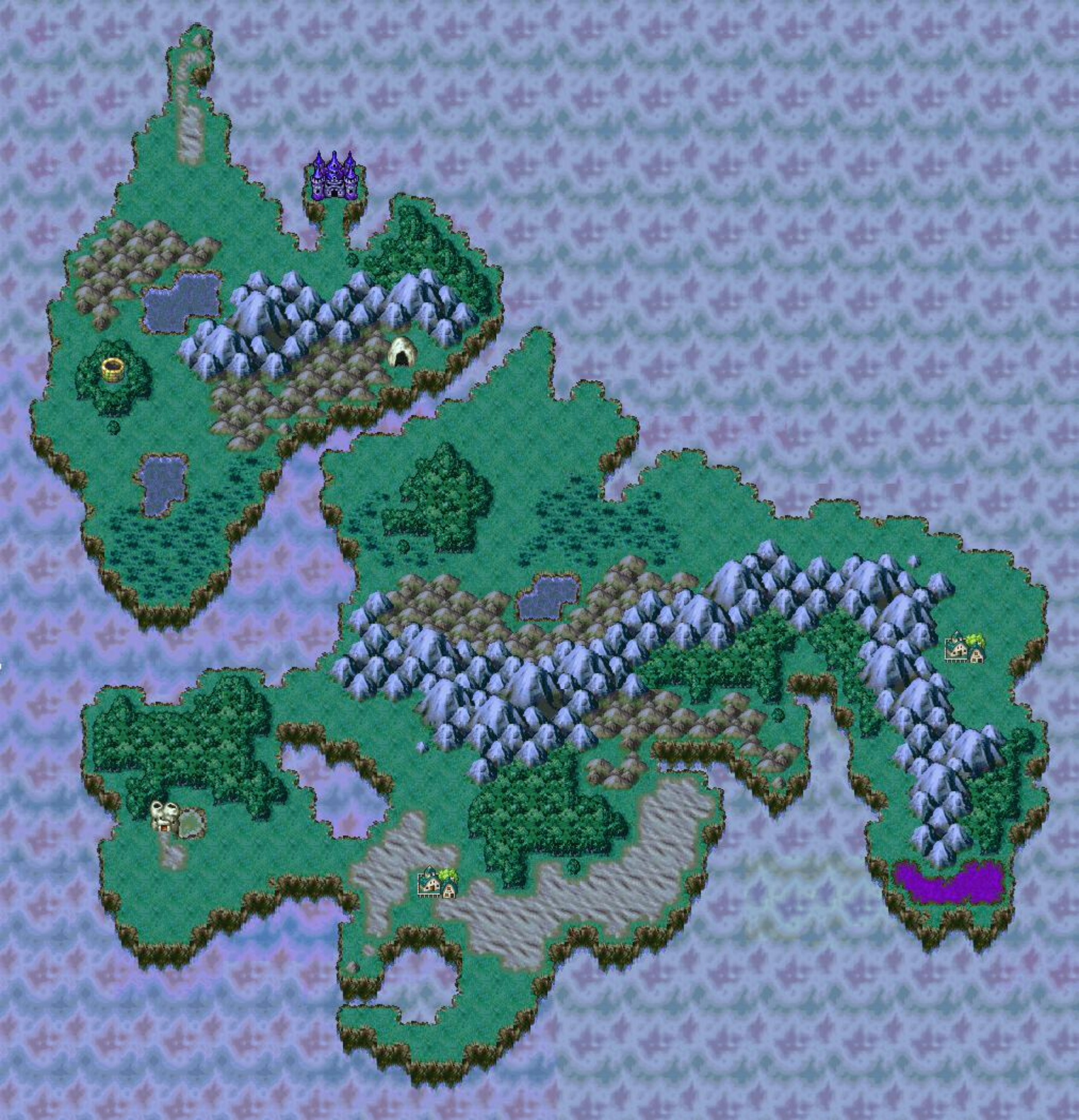


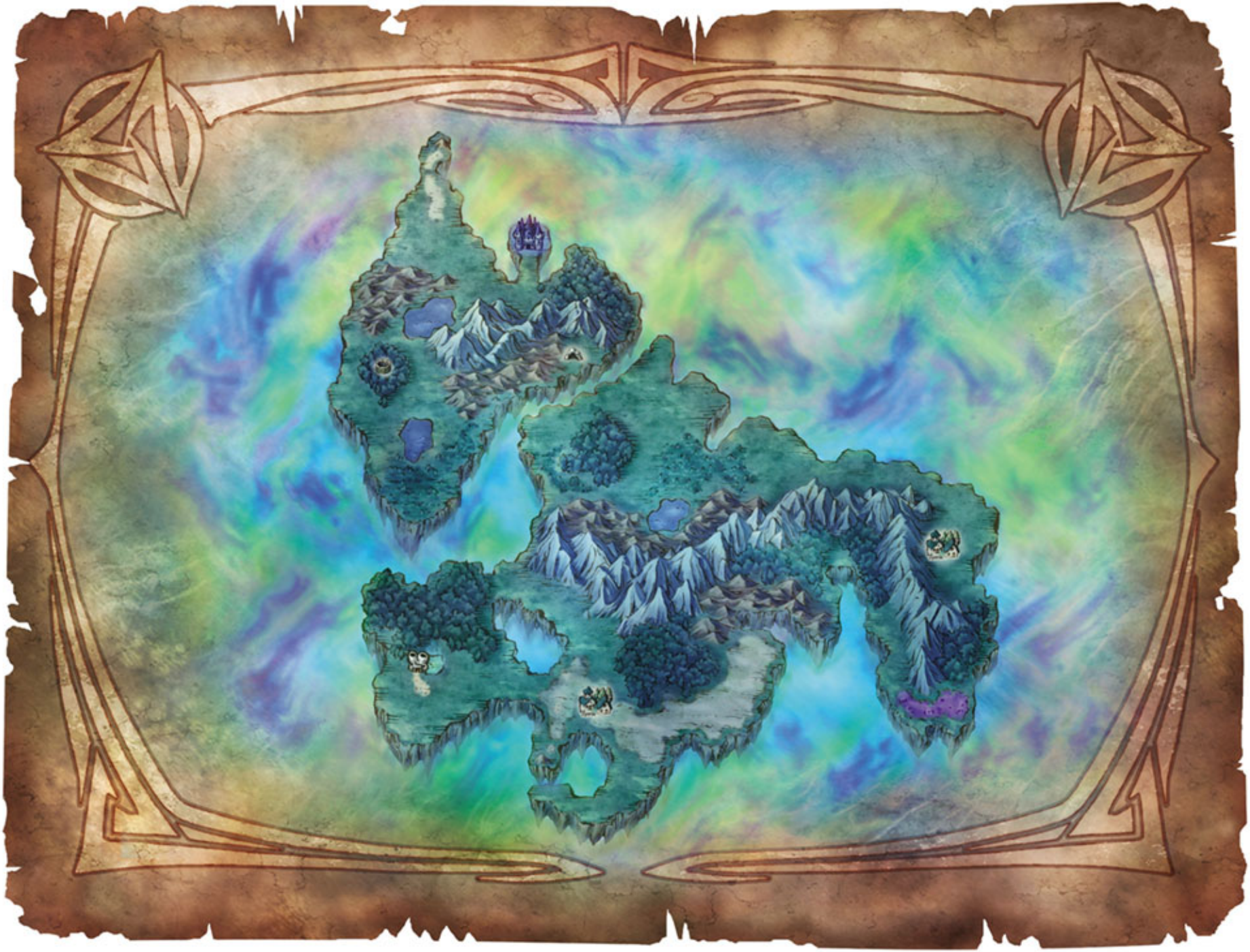



Weaver's Peak
House
Isle o' Smiles
Mountain Pass
Medford's Manor
House
Church
Haggleton
Church
Aridea
Gate to North Lands
Cave to Aridea
House
Horse Pasture
Secret Passage
Somnia
Gate to Murdaw
Cave of Amor
Allrades Abbey
Stimopolis
Amor
Cardshane Tower
The Underkeep
Shrine
House
House
Well Cave
Jail
The Spiegelspire
Cloudsgate Castle
Sorceria
Castle Graceskull
Suite Dreams
Shrine
Cave
Clearvale
Church
Map by King_Zenith, Text by ignasia7

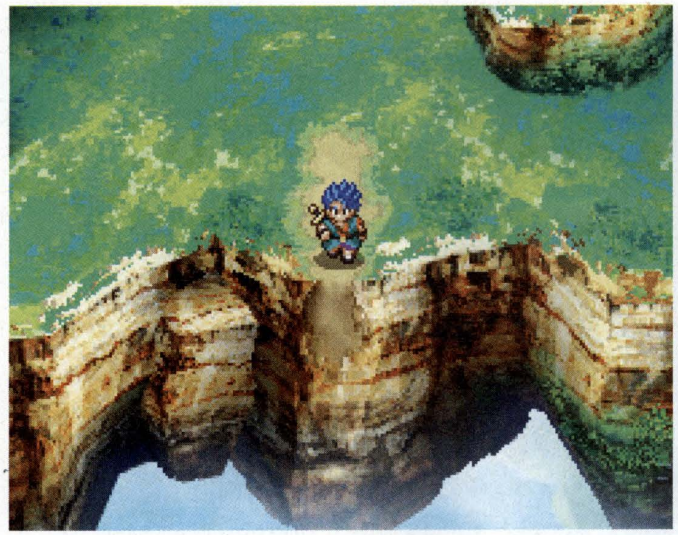














[Left] Chasms like these offer painful passage to the world below.

WORLDS APART

The focus of Dragon Quest VI is the titular Realms of Revelation, a parallel world that the hero stumbles into early on his quest. This new world and his home world share similar geographic features, host many of the same locations, and are populated by many of the same people. But on closer inspection, the worlds are full of interesting differences. Some are subtle; different rulers in the same cities, or characters with the same names who are at different points in their lives. Others are not so subtle, like the massive fissures torn into the fabric in one world that have no counterpart in the other.

When creating the original Super Famicom version of Dragon Quest VI in the early '90s, series creator and writer/director Yuji Horii wanted to play off of the popular trend of having RPGs surprise players with an uncharted continent or new planet in the middle of the game. "I thought it would be interesting to present the two worlds from the very beginning, and have the player traverse between them," he explains. The focus would not be on revealing the world's existence, but revealing the reason for its existence. Instead of spelling out what's going on, Yuji Horii filled the game with quests that show the two realms interacting in mysterious ways, letting players assemble clues and draw their own conclusions. Are they parallel dimensions? Does one represent the past and the other the future? Are they the same world split in two by some mysterious force? Is one world a virtual-reality simulation being hosted in the other? The answer could be any of these—except for the virtual-reality one, because that would be stupid. "Going into too many details would spoil the game," teases Horii, "but I'm very fond of the earth-shattering revelation that awaits players."

When your hero first arrives in the other world, he is invisible and intangible, able only to passively observe the events that occur there. This allowed Horii to set up a number of unique side quests in which the members of the player's party are the sole witnesses to quest-inciting events, but are unable to save the day in the usual heroic fashion. You'll witness everything from a kidnapping to the attempted murder of a dog, but have to sit back and bite your intangible tongue until you finally gain a material form and can begin unraveling these crimes long







[Above] A pair of kidnappers discuss a nefarious scheme, unaware of the otherwordly witness who can overhear their every word. We wonder if that testimony would be permissible in court.

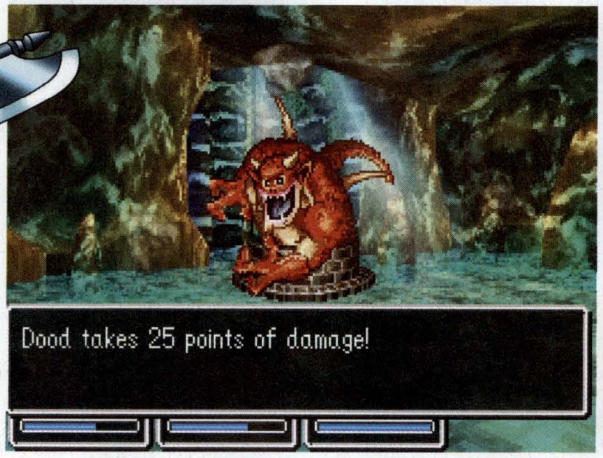






[Below] Throwing a penny down a well won't always bring good luck.







after they were committed.

Beyond its role as the greater mystery of the game, the interplay between the two worlds ensures a large supply of quests that wouldn't be possible in any other game, providing a much more interesting experience than the usual series of fetch-this and kill-that errands that are necessary to keep players traveling from one end of an RPG to the other. Instead of merely providing distractions, each side quest offers another piece of a larger puzzle, and when players finally do solve the mystery, the plot takes a surprising turn. The ever-evolving storyline provides one of the most interesting aspects of Dragon Quest VI, and keeps the game fresh throughout its lengthy running time by providing a different experience at each stage of the game.

DOUBLE YOUR TREASURE

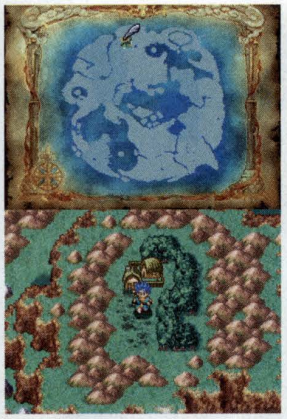
The two-realms concept offers some other nice benefits. Each realm is roughly the size of the entire world in Dragon Quest V, so players can look forward to a game that is nearly twice as long as its predecessor. Dragon Quest VI also offers significantly more freedom to explore; acquiring a new mode of transportation, for example, might make multiple towns, dungeons, and castles accessible in each of the worlds. Don't expect a flashing arrow to point you in the right direction; the storyline in the latter half of the game is very open-ended, and players are expected to roam the realms in search of the clues that will lead them to the next step of their quest.

If two worlds full of old-school RPG questing isn't enough to keep you busy, Dragon Quest VI offers a host of distractions, from the traditional casino to a Slime Arena and even a fashion tournament. There are plenty of hidden caves and dungeons to explore, and lots of challenging post-game content. Dragon Quest VI even features a new implementation of the Tag Mode from Dragon Quest IX, with a special area for guests dropping by from other players' worlds. Additionally, players will be able to create representations

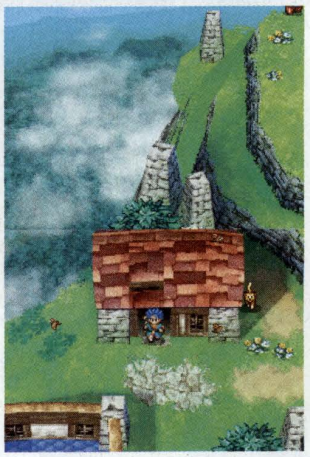












[Right] You might as well torch your charmingly bucolic home-town now, hero, and save your enemies the trouble.

of themselves that express their hopes and dreams to other players. (We haven't been able to see this in action yet, unfortunately.) The only downside to the game's ballooning size is that while Koichi Sugiyama's peppy classical tunes are as good as ever (the tower music may be one of the most infectiously memorable pieces of music in RPG history), the amount of variety in the game's soundtrack hasn't kept pace with the length of its main quest.

DOFFING THE KID GLOVES

A more open world isn't the only way in which Yuji Horii sought to challenge his players. "When I looked back at [Dragon Quest IV and V], I thought to myself, 'Are the battles becoming too easy?' Parties weren't being wiped out much anymore, so in Dragon Quest VI, I wanted to make combat thrilling again." The famously spiky difficulty of the original Dragon Quest VI has been toned down in the DS remake, but the game still provides a much steeper challenge than its predecessors.

Of course, it wouldn't be fair to beef up the opposition without giving players the tools necessary to come out on top, and to do so, Horii created a new version of the job system that was first introduced in Dragon Quest III. Players can assign their characters a wide variety of battlefield occupations, from Thief to Priest to Dancer, and upon mastering those, players can

THE COMPLETE DRAGON QUEST LIBRARY

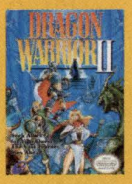
The Dragon Quest series may not make for the prettiest of bookshelves when lined up spine-to-spine; some arrived only as remakes, and several of them still say "Dragon Warrior" on the box (Enix didn't get the North American rights to the Dragon Quest name until 2005). But with the release of Dragon Quest VI, we finally have an English-language version available for every numbered game in the series—including the most recent version of each!



Dragon Quest

AVAILABLE VERSIONS:
NES - 1989 GBC - 2000

Dragon Quest wasn't the first RPG to hit the NES, but it was arguably the first good one, laying the groundwork for a burgeoning genre and proving that there was an eager audience for more-cerebral fare on home consoles. By modern standards the game is short, difficult, and extremely clumsy, but a 2000 remake for the Game Boy Color (Dragon Warrior I & II) did a good job of fixing the latter two problems while remaining faithful to the spirit of the original.



Dragon Quest II

AVAILABLE VERSIONS:
NES - 1990 GBC - 2000

Enix wasted little time in capitalizing on the success of Dragon Quest, quickly producing a sequel that established many enduring traditions of the series—including a party of three heroes, enemies who attack in groups (the first DQ was a strictly one-on-one affair), status ailments like Poison, and the ability to travel to new landmasses by ship. A smoothed and improved version was released as part of Dragon Warrior I & II for the Game Boy Color.



Dragon Quest III

AVAILABLE VERSIONS:
NES - 1991 GBC - 2001

Dragon Quest III was a landmark title, and many longtime fans regard it as the best game in the series. This prequel brought real depth to the series with the addition of player-created characters, a job-change system, a day-and-night cycle, and a beefier story that kicked off a long tradition of shocking plot twists. A well-received Super Famicom remake never made it to the West, but most of its graphical upgrades and added features can be found in the 2001 Game Boy Color version.



Dragon Quest IV

AVAILABLE VERSIONS:
NES - 1992 DS - 2008

Released long after most RPG fans had moved on to the Super NES, the NES version of Dragon Quest IV was widely overlooked (and has become something of a collector's item). But Dragon Quest IV: Chapters of the Chosen gave DS owners a chance to revisit this experimental installment, in which each party character gets to star in a stand-alone quest before teaming up for the main story. Dragon Quest IV broke little ground mechanically, but its heroes rank among the series's most beloved characters.



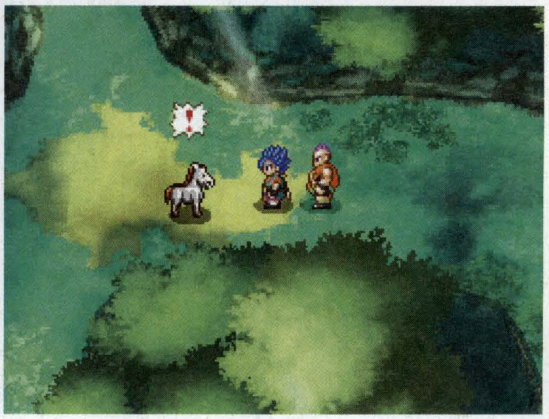








[Left] A mysterious spirit guide uses her ample cleavage to guide the hero's quest.





Dragon Quest V

AVAILABLE VERSIONS: DS - 2009

Despite wildly popular Japanese releases on both the Super Famicom and the PlayStation 2, Yuji Horii's favorite installment never saw a Western release until Dragon Quest V: Hand of the Heavenly Bride hit the Nintendo DS. Despite the long wait, the game was met with an enthusiastic reception from critics and fans. Like its predecessor, DQV focuses more on a narrative experiment than new mechanics, and it easily offers the most touching and memorable story in the series.



Dragon Quest VII

AVAILABLE VERSIONS: PS - 2001

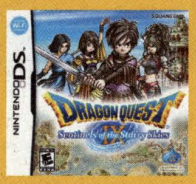
The transition from the Super NES to the PlayStation was not an easy one, and development of Dragon Quest VII dragged on for nearly five years. The game finally debuted to massive sales in Japan but a mixed reception in the West. It remains a divisive chapter; some fans hate its slow pacing and new graphics style (which was later used in the series's DS remakes), while others love its inventive structure and record-shattering 100-plus-hour length. Now that DQVI has had its turn, we'd love to see a DQVII remake on the Nintendo 3DS handheld.



Dragon Quest VIII

AVAILABLE VERSIONS: PS2 - 2005

With beautiful cel-shaded 3D characters and environments and movie-style event scenes, new developer Level-5 made a visual masterpiece out of a series that was famous for dated graphics. A newly merged Square Enix also put some muscle behind the localization, adding professional voice acting and an orchestrated soundtrack. Dragon Quest VIII: Journey of the Cursed King is an impressive game, but some longtime fans feel the focus on presentation led to a generic storyline and an overly simple battle system.



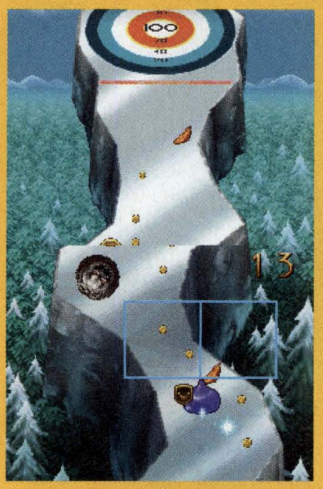
Dragon Quest IX

AVAILABLE VERSIONS: DS - 2010

Dragon Quest returned to Nintendo platforms with its ninth installment, a bold and well-received reinvention of the series that added wireless multiplayer features, downloadable quests, and a clever implementation of the Nintendo DS system's Wi-Fi capability with Tag mode. It remains to be seen if this installment will be viewed as a one-time experiment or mark a turning point from traditional single-player adventures to a new focus on social and multiplayer features.



PARTNERS IN SLIME



Yuji Horii likes to add a few new features to each of his DS remakes, and it's not hard to tell what was on his mind when Dragon Quest VI's turn rolled around: Slimes, and lots of 'em. The two new Slime-based features aren't quite as substantial as the new chapter in Dragon Quest IV or the new bride in Dragon Quest V, but they do offer plenty of new ways to enjoy the series' gooey blue mascot.

One is Slippin' Slime, an arcade minigame that players can challenge in the lobbies of certain inns. Slippin' Slime is based on the oft-mocked Winter Olympics sport of curling, in which one player slides a heavy stone while their teammates brush the ice with brooms to control its speed and spin. Slippin' Slime copies the basic idea, but replaces the stone with a Slime and the brooms with your stylus. At first your goal is simply to sweep your Slime into the target, but as you progress to higher levels the game adds point-boosting Medals, speed-increasing seeds, enemy obstacles, and other irreverent twists that would make the president of the World Curling Federation snap her curling broom in disgust.

Horii has also added a number of Slime characters that can be recruited as party members. In the original version of Dragon Quest VI, characters with the Beastmaster class could recruit enemy monsters, but the feature proved underpowered and unpopular; no one wanted to waste party slots on monsters when they were busy trying to unlock the high-level jobs for their superior human characters. So in this installment, the playable monsters have been cut back to eight unique Slimes that are recruitable through new in-game events. As in the original version, there's plenty of exclusive equipment for your gelatinous friends, and a Slime Arena where they can fight for prizes and glory.

combine their characters' talents to pursue more-powerful hybrid vocations such as Ranger, Paladin, and Sage. A character never forgets the skills learned while pursuing a job, so a warrior, for example, can keep slinging spells long after he's abandoned the path of wizardry to focus on martial training.

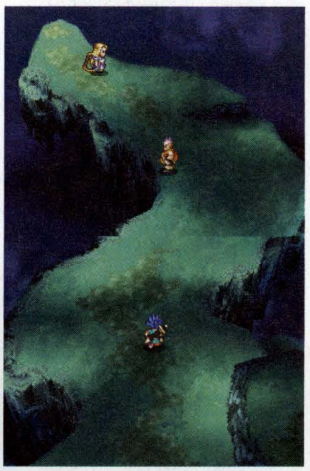
This system should sound familiar to longtime Dragon Quest fans (variants of it appear in many of the games, including Dragon Quest IX), but Dragon Quest VI approaches the class-change mechanic with a very different philosophy. While other titles in the series reset a character's level when he changes jobs, Dragon Quest VI dishes out no penalty at all; characters are free to switch jobs as often as they like without suffering any setback in terms of their growth. A character's individual level and weapon proficiencies are separate from his job, so he'll never lose hit points or have to change gear to pursue a new vocation. This all-upside class system allows characters to accumulate pages full of skills and spells and create jack-of-all-trades characters that can excel at everything players want them to. The wide assortment of abilities allows players to formulate deeper strategies for the game's tough boss fights, and when those strategies fail, the preponderance of jobs to pursue takes the sting out of having to grind for experience points, by ensuring that characters are constantly learning new things.

The battles in Dragon Quest VI may look and feel the same as they did in the series's previous two DS remakes, but they play out quite differently now that the basic debuff-and-attack strategies are no longer sufficient against the game's most powerful foes.

REALMS OF INNOVATION

Dragon Quest IV and V focus primarily on the personal travails of the game's cast of heroes, but Dragon Quest VI marks a sharp change in direction. The characters are relatively thinly written, with





[Below] Did you even play Dragon Quest V, Murdaw? The whole turn-to-statue thing tends not to be such a permanent solution.







[Above] Not the first cave in DQ history, but definitely the prettiest.

little in the way of personalities or backstory, but the emphasis on the mysterious phenomenon of the multiple realms gives the game a central mystery and sci-fi flavor that was a first for the series (but would not be the last). Dragon Quest VI also makes great strides in bringing challenge and depth back to the combat system, and is a major step in the franchise's transition from focused 20-to-30-hour quests to voluminous epics with evolving objectives and multiple worlds' worth of content.

Dragon Quest VI isn't as flashy as other RPGs on the DS—it uses the same aging engine as the earlier remakes of Dragon Quest IV and V. Dragon Quest games have often looked dated in comparison to their rivals, but that hasn't stopped the series from emerging as one of the most popular and influential franchises in video game history. Dragon Quest VI concludes a trilogy of titles that charted a fascinating period in the history of role-playing games, as the genre abandoned thin fantasy clichés to experiment with innovative methods of storytelling, pacing and structure. The now-complete trilogy of DS remakes reveals how Dragon Quest led the charge every step of the way.

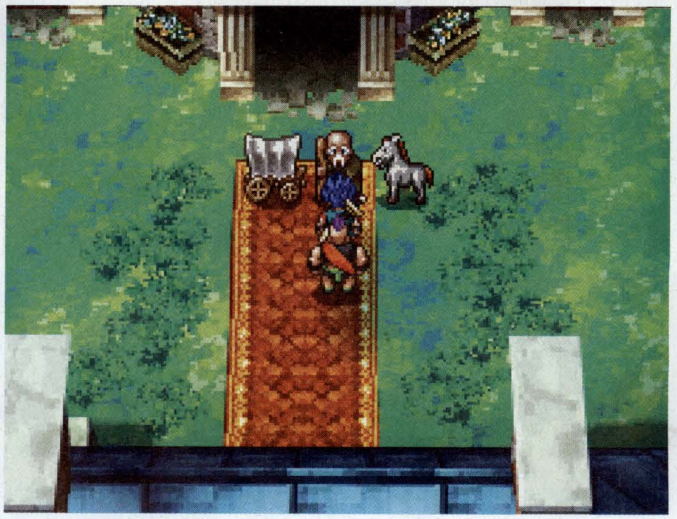






[Below] There's always time for a free round of Slippin' Slime.







You dream of becoming a fisherman like your father, but when the mischievous Prince Kiefer, the feisty Maribel, and yourself discover the world has much more than a single island, the paths of adventure open before you.

Uncover the puzzle shards to travel back in time and discover lost continents. Once in the past, you must solve the mysteries of these continents so that they will exist in your present. Complete the tasks and the world will be intact. Fail, and the lost lands and their inhabitants will again be doomed to extinction.

What is the powerful force that erased so much of the world in the first place? And what are those hints of a past war between good and evil? Your journey begins on Estard Isle...



Released on November 1st, 2001 for the Sony PlayStaion, Dragon Warrior 7 is the story of a fisherman's son, and his journey with his friends to recreate the world, and reverse the damage done by an unknown evil force. Your character the Hero, along with his good friends Kiefer, who happens to be the prince of Estard, and Maribel, who is the daughter of the mayor of Fishbel, unknowingly embark on this adventure when they enter the forbidden Ancient Ruins. While in the ruins the discover Land Shards, and find a room full of pedestals where these shards can be placed. After discovering which pedestal the shards belong to, the trio are then transported to the past. While in the past they come across a town which does not exist in their time. The town is in trouble, and when the group solves the puzzles and saves the town they are able to transport back to the present, which is now a little different. The town they had saved in the past now exists in their time. The Hero, Kiefer, and Maribel continue to find more shards and are able to travel to other areas in the past. They continue to save each town while taking care of whatever problems caused their devastation in the past, until their current world is completed with many new towns and areas to travel to. Along their journey they meet others who are able to join their party to help in their quest to restore the world. While restoring the world they are also on a journey to discover who was responsible for causing the demise of these towns and villages in the first place. Then the group must find and destroy that evil, to prevent any further damage.



Since you visit all of these towns in both their past and present status, Dragon Warrior 7 is one of the longest games from the series. It will take well over 100 hours to beat the game, even if you don't get involved with any of the extra features it has to offer. Dragon Warrior 7 introduces the ability for your characters to learn skills when they level up. These skills can aid them in battle by giving the character special attacks, special healing abilities, and much more. The game also has characters classes like Dragon Warrior 3 does. Ten base classes are available: Fighter, Mage, Priest, Monk, Sailor, Thief, Bard, Dancer, Shepherd, and Jester. Each class has eight levels before you master them. Additional character classes become available once you've obtained a high enough level. You also obtain the ability to charm monsters, and send them to a Monster Park that you can visit. The more monsters you catch, the bigger the park gets. Another great side quest is one in which you help a establish a town. During your travels you will encounter people talking about how they would like to move. It is up to you on whether or not you tell them about the new town, and if so they will move there. Extra features like these can extend the game even longer if you desire.

One of the biggest complaints about Dragon Warrior 7 is how long it takes to get started, which can be anywhere from 2 to 4 hours of playing before your first battle. The reason it takes so long is that your island has no monsters at the beginning, and you travel back and forth between towns gathering clues on the Ancient Ruins, and then spend awhile in the ruins before finally being transported to the past where you encounter your first enemies, which are Slimes of course. Once you make it through the Ancient Ruins the adventure and excitement takes off. Overall, Dragon Warrior 7 is a great addition to the series, and is more enjoyable by fans who are already familiar with playing Dragon Warrior and Dragon Quest games.



Hero

The Hero is a lifelong native of the town of Fishbel on Estard Island. He is good friends with Maribel, daughter of the mayor of Fishbel, and Kiefer, prince of Estard Castle. In particular, he has a fondness for going out on impromptu adventures with Kiefer. It is one such adventure than begins the story of the game. In terms of gameplay, the Hero is a well-rounded character who is one of the strongest fighters in the game. He also lays claim to a variety of healing magics, and has fairly average statistical growth.



Kiefer

Kiefer is a prince of Estard, and the presumptive heir to the throne. Far from anticipating his elevation to kingship, however, Kiefer seems to resent his royal blood, and is a source of endless worry and frustration to his family and advisors. Kiefer spends much of his time in search of excitement and adventure, and has found a kindred spirit in the Hero, whom he considers his closest friend. Kiefer is incredibly strong, with a high physical attack statistic and naturally high HP. He is the most powerful character available early on in the game.



Maribel

A friend of both the Hero and Kiefer, Maribel is the daughter of the mayor of Fishbel. Unlike Kiefer, who has steadfastly refused to let his social status influence how he looks upon other people, Maribel tends to be a bit condescending, even bossy. Despite this, she gets along well with her friends, and occasionally accompanies them on their adventuring, even if she sometimes has to pressure them into letting her tag along. Maribel is primarily a magic user, and has access to a variety of damaging attack spells relatively early on.



Gabo

Although he appears normal, Gabo is actually a white wolf pup who was irrevocably turned into a boy. As such, he retains a number of obvious lupine characteristics, and can be somewhat animalistic at times. He agrees to travel with the heroes hoping to protect his family, but remains with the group out of a sense of loyalty. Gabo's speciality is in physical combat. Despite his diminutive size, he can easily become as powerful as the Hero, Melvin, and Aira through mastery of the class system.



Melvin

A skilled paladin of generations past, Melvin fought on the side of God against the Demon Lord many years ago. Melvin excelled at his work, and distinguished himself in both skill and honor. As such, Melvin was petrified in stone by God, so that, should the need arise, he could be reawakened to once again take up the fight against evil. The party finds Melvin, who joins their adventure, although his age and unfamiliarity with the present day often leave other characters somewhat befuddled. Melvin is proficient at both magic and physical combat, though his magic casting abilities are slightly superior to his physical attack skills.



Aira

Aira is the lead ritual dancer of the Deja tribe, an ancient race of people charged with the stewardship of a temple necessary in the act of calling forth God. Raised and trained at swordsmanship, Aira is a more than capable fighter, as well. But, for all her skills, Aira harbors a secret from her past that weighs heavily upon her soul. Although capable of doing both significant physical and significant magical damage, Aira stands in contrast to Melvin, in that her magic skills tend to lag slightly behind her physical statistics.

Monster	HP	Gold	EXP	Special	Treasure
 Ardreal	368	119	100	Scorching, Blazeair, Iceair, Calls for help	Copper Sword
 AreHorn	285	104	140	Healus, Flash, Blazeair	LifeAcorn
 Antoria (Boss)	700	743	697	Attacks 2X Per Round, Bang, Firebane, Chargeup	-
 ApeBat	62	14	28	Quadhits	Dung
 AquaSpirit (Boss)	2300	-	2400	-	-
 Armargon	90	20	46	Blazeair, Calls for help	Boomerang
 Armorgon	49	9	24	Brutal Hit	DEFseed
 Babble	24	4	7	Poison Attack	Antidote
 Babbloon	61	10	23	Inferno	Cloth
 BabyCloud	188	66	106	Sleep,Infernore	Leather Hat
 BabyDevil	95	34	48	Firebane	Pot Lid
 Babydrak	85	32	62	Frigidair, Blazeair	Herb
 BbKnightyle	45	7	19	Icebolt	MysticNut
 Bandit (Boss)	180	8	187	Crag Throw, Boggowtter	-
 BanditWig (Boss)	500	367	731	Attacks 2X Per Round, Boom	-
 Banegarm	89	26	40	Slap, Falconcut	Herb
 Barbarian	370	92	280	Hustle, Brutal Hit	Demon Axe
 Baskevil	420	132	385	Multi-Bites	Devil Claw
 BeakRat	52	9	22	Sickkick, Calls for help	Leather Hat
 Behemoth	385	110	110	Healus, Iceair	Beast Claw
 BellWave (Boss)	1680	724	2760	Stomp Attack	-
 Berserker	140	32	72	Massacre	Sickle
 Blaster	630	87	416	Metalcut, Bobsleish, Swaddonc	Blade Armor
 Bludbeast	660	62	360	Magic Wall	Beast Claw
 Boarsinger	200	39	98	Sandstorm, Chargeup	Club
 BoltDevil	269	96	180	Lightning, Flash	Bolt Staff
 BoltRat	73	20	31	Flash	Horned Hat
 BoltWorm	180	37	96	Poisonfog, Spiderweb	Shell Armor
 Bombcrag	200	60	80	Sacrifice	LifeRock
 BoneFish	230	62	122	Backflip, Brutal Hit	Bone Knife
 BoneFish (Boss)	1600	-	360	Backflip, Brutal Hit	Bone Knife
 BoneRider	280	93	155	Snowstorm, Iceair, Calls for help	Iron Spear
 BoneRider (Boss)	600	270	100	Snowstorm, Iceair, Calls for help	-
 Bonsnga (Boss)	1000	1240	280	Emits a fireball, Heal	Wing of Wyvern
 Botos (Boss)	2500	200	2150	Poisonous Mist	-
 Brigand (Boss)	200	11	199	Chargeup	-
 Broadaxer	76	25	43	Jockdance, Brutal Hit	Iron Axe
 Budoo	630	310	510	Infernoat, Flamend, Windbeat, Smash Attack	Angel Leotard
 BudooLamp	60	18	42	Twinhits, Retaliate, Calls for help	INTseed
 BugBear	80	18	42	Bang, Heal	INTseed
ButchMan	150	67	83	Flash, Icebolt	Iron Axe
CactiBall	14	5	4	-	Rosaire Whip
CancerMan	27	6	14	-	Copper Sword
Cannibox	110	100	65	Sleepair, Firebat, Brutal Hit	STRseed
CatMage	22	7	8	Blaze	Stick
CaveMon (Boss)	460	123	432	Fireball, Firebane, Radiant	-
CentBeast	8	3	3	-	Herb
Cerabus	274	111	218	Multi-Bites	Monster Claw
Chargon	105	15	38	Knockdown, Frigidair	AGLseed
ClawBeast	112	18	57	Iceair, Calls for help	Iron Claw

Monster	HP	Gold	EXP	Special	Treasure
 Clawsor	140	45	81	Pierpaws, Calls for help	Shears
 Clawsor (Boss)	310	90	88	Parry, Blaze, Heal	DEF-seed
 ClayMite	330	120	162	Defense, Twinhits, Vaccuslash	Copper Sword
 CloudKing	320	120	170	Magicwall, Calls for help	Noble Robe
 ColumnMan	85	31	41	Blaze, Oddsilence	Leather Armor
 Confupeng	105	42	70	Panicall, Calls for help	Leather Hat
 CosmoBing	310	107	147	Blazemore, Flash	Glam Coat
 CragDevil	230	92	130	Infermore, Calls for help	Wind Hat
 Creepsent	28	7	17	Slap	Leather Hat
 Curer	68	23	40	Healall, Calls for help	Herb
 CureSlime	230	85	120	Healall, Healsuall, Ramming	WorldDew
 CurseLamp	210	120	87	Stoppspell, Calls for help	INTseed
 DarkArmor	200	92	130	Stoppspell, Blackfly	Steel Armor
 DarkCrayo (Boss)	1350	990	1200	Ice Breath, Fire Breath, Windbreast	-
 DarkDwarf	42	8	20	Stoppspell	Herb
 DarkMage	690	230	1300	Revive, Infermost, Defeatmax, Demagic, Brutal Hit	Echo Hat
 Darksanta	350	125	200	Thief Attack, Throw Anything	Dark Clothes
 DarkSnail	190	83	125	Stoppspell, Guard, Ramming	Wizard Staff
 DarkThief	130	18	40	Thief Attack	Cloth
 DeadRobble	365	72	205	Snowstorm, Icesir, Calls for help	Noble Robe
 DeathCrab	90	56	73	Calls for help	Bronze Knife
 Deathgon	700	162	750	Chance, Defeat	BeastClaw
 DeathGron	280	70	70	Beat, Chance, Sicklick	LifeAcorn
 DeathPal (Boss)	520	250	200	Attack 2X Per Round, Windbeast, Radiant	-
 DemonKing	720	180	1050	Firebolt, Energy Ball	Magic Hat
 DemonToad	220	90	160	Sandstorm, Poisongas, Calls for help	Slime Earrings
 Demsinger	310	132	235	Snowstorm, Stoppspell	Lunr Staff
 Devilash	580	190	515	Revive, Increase, Meditate, Brutal Hit	Sacred Armor
 Devilite	122	48	70	Stoppspell, Bang	Turban
 Dragoicer	315	92	92	Transform, Brutal Hit	Destruct Sword
 Donzase (Tournament)	300	80	300	-	-
 DoreeDox	900	280	630	Defeat, Robmagic, Sleepair, Brutalhit	LightRobe
 Dragon	160	32	50	Icesir, Calls for help	Iron Shield
 Dragoner	420	103	227	Blazesir, Quake	Needle
 DragonKid	140	73	124	Blazesir, Icesir	Kitten Shield
 DragonMan	77	78	-	Call for help	Iron Spear
 DragonMan (Boss)	1200	850	1500	Infernos, Infermost, QuadHits, Brutal Attack	-
 DragonWrio	900	250	1500	Whitefire, Vacuum, Quake	Demon Hammer
 DrakMetal	100	50	2500	Healus, Blazesir, Icesir	Platinum Helm
 Drakospse	456	73	73	Icesir, Icestorm	LifeAcorn
DrakSlime	45	9	22	Firesir	Cloth
Drumbird	450	150	410	Revive, Explodet, Demagic, Scorching, Whitefire	Bless Staff
DumbKing	160	62	74	Twinhits, Healmore, Ramming	Leather Kilt
Dumbrix	99	22	42	Twinhits, Ramming	Copper Sword
Earwinger	16	5	5	-	Herb
Eggeron	150	28	33	Crushing Attack, Hatches Into Random Monsters	Repellent
Eggplaton	8	2	2	Lunedance	Herb
Enchanter	85	12	40	Firebal, Stoppspell, Heal	Potion
Epreg (Boss)	230	5	204	Jockdance, Riddance	-
Esteek	750	142	990	Explodet, Bleldog, Demagic, Icestorm, Brutal Hit	Berserkr Helm

Monster	HP	Gold	EXP	Special	Treasure
 EvilArmor	110	62	68	Blackflip, Chargeup	Iron Armor
 EvilBeast	323	122	122	Iceair, Flash, K.O. Dance	Power Claw
 EvilBook	64	40	68	Beat, Robmagic, Bang	LifeAcorn
 EvilClown	185	110	110	Vielfy, Firebane, Blazemore	Bolt Staff
 EvilDew	250	93	105	Snowstorm, Iceair	Angel Locked
 EvilMech [Boss]	380	200	300	Radiant, Fire Breath, Magicwall	-
 EvilPot	100	180	120	Sloop, Iceblott, Fireball	Pot Lid
 EvilStatue	225	72	138	Upper, Iceair, Jackdance	Dagger
 EvilViper	120	65	94	Poisongas, Paralyze Attack	Bag Knife
 EvilWall	210	67	250	Wancry, Crapthrow, Sleepall, Blazemore, Healmore	Noble Armor
 EvilWind [Boss]	580	40	370	Iceball, Sleep	-
 EvilAnchor	90	61	77	Snowstorm, Crushing Attack	INTseed
 EvilMantis	64	17	33	-	Moonherb
 EvilTurtle	85	53	90	Blackflip	Viking Helm
 EvilViper	325	124	248	Defence, Lightning, Running	Party Dress
 FairyRat	33	8	17	Sleep Attack	Herb
 Falkcher [Boss]	360	100	160	Heal	-
 FireCloud	155	52	100	Bang, Sleep	Kitten Shield
 FireGiant [Elvis]	310	150	120	Crushing Attack, Firey Breath, Chargeup	-
 Flame Spirit [Boss]	2900	-	2400	Fire Attacks, Scorching, Magma, Blazemost	-
 Flame Spirit [Boss]	5000	800	3700	Fire Attacks, Scorching, Magma, Blazemost	-
 FlameToad	155	42	65	Blazeair	Turban
 Flamzard	49	20	30	Blaze, Blazeair	Herb
 FloatTree	85	18	30	Panicall	LifeAcorn
 Floopsy	20	4	9	-	Herb
 FoFighty	180	22	70	-	STRseed
 FoggyFist	68	20	30	Sandstorm, Sleep	MysticNut
 FoxHero	150	50	72	Heal, Infernos, Ultrahit	WorldDew
 FoxMage	120	18	68	Fireball, Bang, Defence, Defeatmax	Potion
 FoxPriest	140	33	76	Healmore, Healcastl	WorldLeaf
 Forester	20	5	11	Sandstorm	Cloth
 FrogKing	400	110	210	Fireball, Whirlpool, Iceair	INTSpecs
 Frog+	41	7	20	-	AGLseed
 Gamadius [Boss]	1300	900	920	Ice Breath, Fire Breath	-
 Garcia (Tournament)	360	50	2600	-	-
 General	335	108	188	Stopspell, Firebane, Meditate, Brutal Hit	Glare Coat
 Gerex	362	102	210	Infernore, Brutal Hit	Monster Claw
 GigaDraco	520	130	330	Infernost, Whitefire, Scorching, Quake	Demon Armor
 Gigagoner	500	165	460	Whitefire, Quake	STRseed
 GigaWolf	400	125	240	Iceair	Steel Claw
GigaWolf [Boss]	1050	125	1230	Ice Breath, Jump Attack	-
GnuDevil	280	121	233	Infernore, Boom	Ice Sword
God [Boss]	12400	-	-	-	-
Goldlrod	215	210	195	Blazeair	Golden Bracelet
Goldman	255	650	80	Chargeup, Brutal Hit	GoldBracelet
GoldSlime	350	3000	350	Healmore, Smash Attack	Life Ring
Golem [Boss]	280	70	60	-	WindShard
Golemoga	580	175	345	Chargeup, Brutal Hit	Valiant Bracelet
Gorox [Boss]	400	5	204	Brutal Hit	-
Grasp	35	5	11	Calls for help	Repellent

Monster	HP	Gold	EXP	Special	Treasure
 Gracos (Boss)	1400	720	1330	Attack 2X Per Round, Ice Attack, Water Attack	-
 Gracos V (Boss)	1500	940	1950	Snowstorm, Poison Mist	-
 Gragorpil	185	50	141	Iceball, Calls for help	Farewell Bracelet
 GreatNorm	450	150	240	Blizard, Poisonfog, Ice Air	Life Ring
 Gron	140	25	71	Defense, Sicklick, Poison Attack	Hairband
 GuardDog	300	95	295	Multi-Bites	Steel Claw
 Guardle	180	72	133	Bounce, Scapegoat, Guard, Guardian	DEFseed
 Hanged&Ape	78	20	28	Crashbow	Club
 Healer	30	8	15	Heal, Calls for help	MysticNut
 HellGazer	530	118	340	Explodet, Eenelite, Icestorm	SnowSweed
 HellSuare	330	93	141	Blazeair, Ramming	AGLseed
 HellCloud (Boss)	3080	604	2160	-	-
 HellClown	280	66	88	Blazemore	Silk Hat
 HellGenie (Boss)	2500	575	1760	Wind Attacks, Windbeast, Inferniost	-
 HellGiant	410	175	175	Blazemore, Explodet, Scorching, Eenelite	Judge Staff
 HellGuard	190	80	110	Guard, Lamp Toss	Fur Hat
 HellHawk	870	185	1250	Panicall, Whitefire, Hellflame	Platinum Helm
 HellVine (Boss)	1300	2100	1690	Attack 2X Per Round, Poisonous Mist, Bloopair	WindShard
 HellWorm (Boss)	500	123	223	Poison Web, Spiderweb	-
 Hork	65	5	18	Poison Attack	Antidote
 HornBeast	395	150	242	Blazemore, Zap, Chargeup, Brutal Hit	STR Ring
 HornRush	70	12	27	Knockdown, Chargeup	Stone Claw
 HornSnail	32	8	12	Iceball, Guard, Ramming	Herb
 Horseman	92	26	33	Ramming	Boxer Shorts
 Hulkagon	390	150	220	Scorching, Quake	Dragon Shield
 Hunter	48	10	21	-	Club
 Imp	30	6	12	Heal	Herb
 Impp	440	310	278	Brutal Hit	-
 IronKid	230	82	142	Frigidair, Calls for help	Tray
 IronTurt	85	15	36	Bound, Scapegoat, Ramming	DEFseed
 JellyMon	330	100	105	Guard, Transform	Tray
 JewelBag	200	350	90	Beat, Lumdance, Calls for help	PinkPearl
 JewelBag (Boss)	110	350	110	Defense, Oddstance	-
 JunkMech	135	25	60	Brutal Hit	Iron Axe
 KillSter	110	47	51	Bounce, Crushing Attack	Silver Breastplate
 KingSlime	140	77	120	Healus	LifeAcorn
 KingSlime (Boss)	670	77	120	Attack 2X Per Round, Smothering Attack	BlueFrost
 LampGenie	350	117	200	Fairwind, Windbeast	Noble Robe
 Lamp	10	4	2	-	Herb
Lithdread	700	90	650	Rockthow, Eenelite, Smash Attack	Demon Hammer
LizardMan	190	90	128	Twinhits, Defense	Steel Sword
LizardBird	90	23	47	Panidance	Leather Hat
Machinoid	260	70	180	Calls for help	-
MadBook	262	43	163	Beat, Sleepall, Icewir, Blazeair, Confusion Attack	INTseed
MadFalcon	310	100	170	Panicall, Blizzeall	STRseed
MadPlant	610	210	900	Sleepall, Poisonfog, Palsywar	Pure Bustier
MadPot	250	110	250	Sleep, Infermore	DEFseed
MageArmor	215	138	215	Magicback, Backflip, Fireslash, Enkslash	Magic Armor
Magelmp	210	60	120	Snowstorm, Healmore	Pot Lid
MageLipsy	108	20	60	Lashkick, Sleepair	GraceHerb

Monster	HP	Gold	EXP	Special	Treasure
MagicStar	240	80	115	Healup, Paindance	Wizard Ring
MagicPost	190	95	123	Increase, Oddstance	Dance Armor
MegaJaguar	43	12	23	Blaze, Surround	Potion
Magmaron	260	82	125	Boom, Calls for help	DEFseed
MegiPyrem	95	61	65	Blazeair	WrapWing
Makaiste	480	123	360	Defense, Calls for help	Massacre Sword
MakiMaki (Boss)	230	25	77	Timesand	Timesand
Maneater (Boss)	400	294	419	Poison	-
Mantipion	49	11	23	-	Bronze Knife
Matilda (Boss)	260	30	20	Parry	-
Mesanza	40	8	19	Luredance, Calls for help	Cloth
Metabble	6	20	10500	Fireball	LUCKShoes
MetalKing	20	255	100	Intimore, Ramming	LUCKShoes
Metaly	4	65	1000	Blaze	DEFseed
MetalyS	8	120	1050	Fireball, Slime Units (Metaking), Calls for help	Herb
MetRider	104	40	230	Heal, Brutal Attack	Copper Sword
Mimic	250	130	210	Blast, Oddstance, Sleepair	STRseed
Moai	360	140	230	Rockthrow, Flash, Pulverize	LifeRock
Mossedon	280	70	92	Chargeup, Brutal Hit	Fur Hat
MudDoll	50	4	22	Oddstance	Cloth
MudtoMan	130	17	35	Increase	Dung
MultiEyes	140	45	81	Knockdown, Chargeup	Stone Claw
NailMan	69	15	31	-	Dagger
Naruto (Tournament)	270	70	280	-	-
Necrobal	440	142	310	Twinhits, Zap, Brutal Hit	Sorrow Shield
Needlon	67	18	30	Berserker, Luredance	Poison Needle
Nengal (Boss)	4680	1009	3680	Sword Dance, Charge, Brutal Hit	-
Nepre (Tournament)	345	60	200	-	-
Neris (Tournament)	460	-	267	-	-
NiteKing	800	210	1430	Blazemost, Realall, Icestorm, Chargeup, Brutal Hit	Massacre Sword
Nitwitch	420	140	140	Blizzard, Vivify, Icestorm, Chargeup, Brutal Hit	Destruct Shield
NumbSlime	150	68	160	Paloyair, Paralysis Attack, Calls for help	SeaShell Hat
Octogon	350	98	180	Hustle, Beserkg, Smash Attack	LifeAcorn
OgreKing	360	200	200	Strongst, Icewr, Strange Claw	Ogre Shield
Ogreling	180	60	82	Brutal Hit	Sickle
OrcSeed	210	66	98	Sandstorm, Chargeup	Iron Armor
Orgodemir (1st battle)	3000	-	-	Blazemost, Exploder, Magma, Freezing Pulse	-
Orgodemir (1st battle, 2nd form)	4200	-	-	Ice Breath, Fire Breath, Spiky Shoulder Attack	-
Orgodemir (2nd battle)	3500	-	-	Ice Breath, Fire Breath	-
Orgodemir (2nd battle, 2nd form)	3300	-	-	Attack 2X Per Round, Blazemost, Exploder, Windbeast	-
Orgodemir (2nd battle, 3rd form)	3000	-	-	Attack 2X Per Round, Terrifying Cry, Poisonous Mist	-
Orgodemir (2nd battle, 4th form)	4500	-	-	Calls for help, Attacks 1.5X P	-
Panickle	260	70	160	Panicall, Confusion Attack	Moonherb
Panther	210	90	126	Surround	Steel Sword
Parasnail	80	30	73	Stopspell, Guard, Ramming, Paralysis Attack	SeaShell Hat
Pigady	190	61	76	Icesr	Shell Armor
PigDemon	66	13	24	Frigidair, Guard, Defense	Leather Armor
Pigmon	205	58	108	Icesir, Paloyair	Leather Hilt
PinkOrc	85	31	46	Surround, Frigidair	PinkPearl
Piranhon	90	61	65	Bang, Ramming	Bronze Knife

Monster	HP	Gold	EXP	Special	Treasure
PlatKing	200	700	65000	Surround	Joy Hat
Plesiodon	200	80	115	Defense, Blazeair, Icewir	Leather Whip
PoisFighter	50	9	24	-	Antidote
PoisHero	45	25	25	Upper, Thunedan	Herb
PoisMage	32	16	23	Blaze, Icebolt, Sap, Explodet	SpiderWeb
PoisPriest	37	12	22	Heal, Healuzalf	Repellent
PoisPremBom	390	135	395	Magicwall, Panidance, Lifedance	INTSpecs
Poucher	130	35	79	Lifedance, Healmore	Silver Breastplate
PrototMech	190	68	95	Brutal Hit	Battle Axe
Pummeler	55	16	25	Crushing Attack	Bone Knife
PuppetMan	130	32	65	Robdance, Sidestep, Increase	Wooden Hat
PutreBeast	650	60	420	Whitefire, Scorching	Rib
PutreFish	85	52	60	Backflip	Bone Knife
PutreMan	702	11	43	Paralysis Attack	Chain Mail
Quixotron	97	40	61	Ramming, Chargeup	Iron Armor
Ramthawk	466	166	166	Firebolt, Scorching	Lune Fan
Rammaker (Boss)	450	310	350	Attack 2X Per Round, Ice Breath, Healmore	-
RedGrunt	345	95	175	Boom, Intermore, Blazemore, Flash	Lune Staff
RedSlime	24	4	10	-	Herb
RedSting	98	23	53	Brutal Hit	Iron Helm
Rexrock	411	107	107	Farewell, Chargeup	Sacrifice Bracelet
RhinoKing	76	42	49	Ramming, Chargeup	Stone Claw
RockGolem	115	35	45	Chargeup, Brutal Hit	LifeRock
Roseeve	380	101	160	Sleep, Paleyair, Poisonfog	Sleep Staff
Ranger	380	160	160	Barrier, Bounce, Backflip	Dragon Claw
RushFish	18	5	8	Sap, Ramming	Herb
SatanMail	420	140	420	Backflip, Drakslash, Vacuslash, Firesiash, Brutal Hit	Platinum Mail
Savagemon	375	142	250	Sleepall, Boom	STRseed
SeaDragon	260	105	173	Healmore, Scorching, Paleyair	2Edged Sword
Seahorse	78	70	72	Heal, Frigidair	Iron Spear
SeaLupsy	30	1	10	Lushicks, Frigidair	Antidote
Seto (Boss)	900	250	650	Sap, Chargeup	-
ShadeNite	62	22	47	-	Copper Sword
SheepBird	77	23	40	-	AGLseed
SheepDuck	180	77	90	Back Kick	AGLseed
Shelgator	170	77	145	Tsunami	AGLseed
Shield0gr	250	120	180	Shrond, Icewir, Guardian	Ice Shield
ShotoMage (Boss)	140	6	182	Sleep	-
SkullBlade	180	82	136	Swordsenc	STR Ring
SkyDevil	320	105	175	Blazemore, Backflip	STRseed
SkyFrog	72	14	35	Lushicks, Calls for help	Traveler's Clothes
Skyhunter	40	9	13	-	Stick
Slemperor	310	300	410	Magicback, Vivify, Bond Attack	Goddess Ring
Slime	7	1	1	-	Herb
SlimeLv0	120	90	160	Slime Uvula (King Slime), Calls for help	Herb
SlimeNite	70	15	25	Heal	Copper Sword
SlimeWing	150	50	64	Blazeair	Slime Clothes
SmileRock	100	18	34	Chargeup	LifeRock
Smoocher	52	8	22	Sleepair	Herb
SnowBall	120	31	66	Icebolt, Snowstorm	Leather Dress

Monster	HP	Gold	EXP	Special	Treasure
 Squidgore	200	65	120	Blazemore, Blazear, Oddance, Hustle	MysticNut
 Stalker	80	10	42	Lamp Toss	Iron Axe
 Starfish	20	6	9	Blaze, Oddance	SeaShell Hat
 Starfish	1300	-	320	-	-
 StatDemon	300	155	155	Upper, Blazar, Demagic, Brutal Hit	STRseed
 Swordarco	24	6	10	-	Copper Sword
 Swordbane	283	133	133	Swordslanc	2Edged Sword
 TalsApe	46	9	18	-	Dung
 TerraSpirit (Boss)	3200	-	3000	-	-
 Thompson (Tournament)	280	60	260	-	-
 Thornmole	25	7	8	-	Herb
 Thunderat	66	21	45	Lightning	Horned Hat
 TigerMage	170	28	78	Surround, Panicall, Firebane	Fur Cape
 TimeSage (Boss)	780	312	750	-	LandShard
 TongueRat	20	3	6	Lustlicks	Repellent
 TrioGuard	109	32	55	Confusion Attack	Bronze Armor
 TrickBag	70	50	50	Blaze, Oddance, Calls for help	Cloth
 Tyrannodon	230	80	90	Icear, Ramming	AGLseed
 Varanus	450	150	240	Scorching, Icear, Icestorm	STRseed
 VenomBird	50	8	26	Upper, Poison Attack	Antidote
 VenomNork	120	10	45	Poisongas, Poison Attack, Paralysis Attack	Antidote
 Venomworm	35	6	17	Poisongas, Poison Attack	Antidote
 VineRoot (Boss)	180	20	80	-	-
 Vulgarian	110	35	69	Flash	Boxer Shorts
 WarBear	292	104	173	Sandstorm, Blazear, Chargeup	Leather Kilt
 WarTiger	84	26	32	Firear, Heal	BunnyTail
 WeirdGuy (Boss)	350	75	72	Knife Attack, Lamp Throw	-
 WellGhost	450	162	162	Surround, Crogthrow, Wiarcry, Chargeup	Expel Shield
 WellLure	120	100	150	Crogthrow, Wiarcry, Flash	STRseed
 WhiteFuga	230	88	126	Lightning, Panidance	Pirate Clothes
 WindSpirit (Boss)	1900	-	2400	-	-
 WingDraco	315	98	159	Magicback, Blazear	Dragon Whip
 WingTiger	185	40	80	Bounce, Infermore, Paralysis Attack	Leather Kilt
 WiseBottle	245	103	135	-	INTseed
 WisePriest	360	148	128	Blizzard, Twinhits, Infermore, Lightning	Lava Staff
 WolfDevil	140	60	86	Twinhits, Quadhits	Dagger
 WolfDevil (Boss)	600	210	400	Twinhits, Quadhits	LandShard
 WonderEgg	180	28	62	Upper, Ironize, Crushing Attack	MysticNut
 WoodsEye	160	45	84	Sleepall	MysticNut
 Wormspec	230	88	156	Twinhits, Strange Gaze	Magic Hat
WreckMan	325	80	180	Brutal Hit	Leather Kilt
Wyvern	61	18	29	Firear	WarpWing
Zeppel (Boss)	2200	710	2260	Blazemost, Forebolt, Frigidair	-
ZooMage (Boss)	1390	710	2260	Bounce, Blazemore, Infermost, Sleepall	-
Zombie	338	93	173	Poisongas, Poisonfog, Calls for help	LifeAcorn
ZombieEye	45	6	20	Lustlicks	Graceherb
Zombier	350	72	163	Defense, Poison Attack, Paralysis Attack, Sleep Attack	Battle Axe

This was the final game to be referred to as Dragon Warrior in the United States.

Was the last game from the main series produced by Enix, who shortly after merged with Squaresoft to become Square Enix.

When this game was released on PlayStation, Sony had just came out with the PlayStation 2.

This is one of the longest games in the series, usually taking more than 100 hours, thus the reason for needing 2 discs.

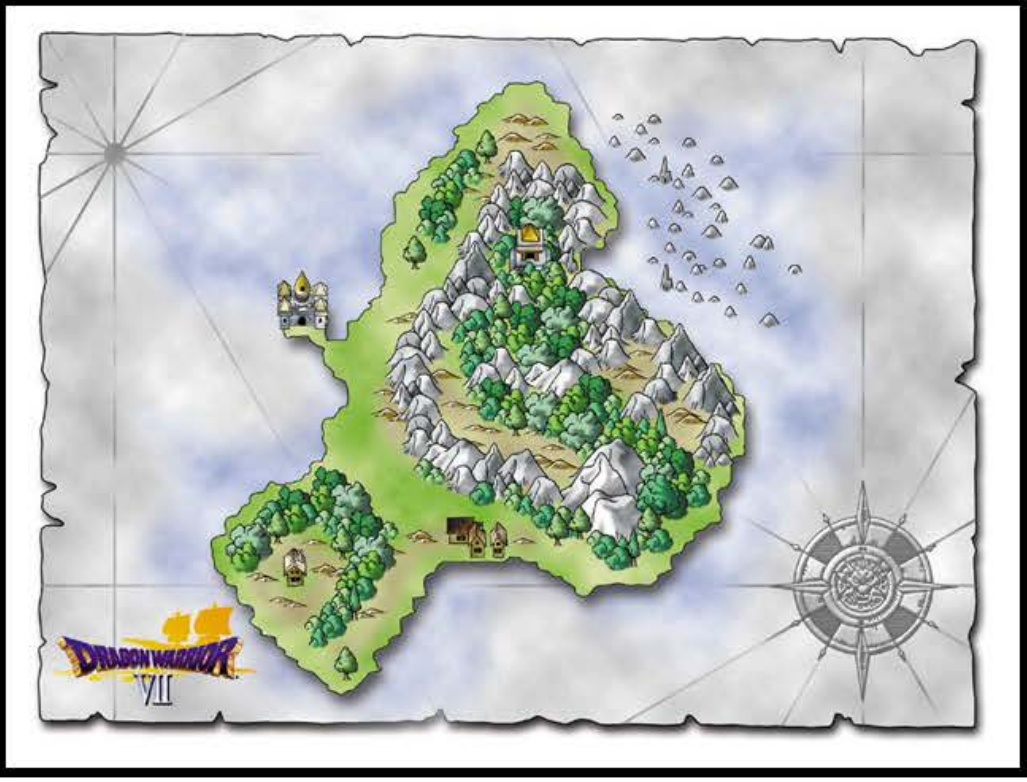
Prior to this game's release in 2001 in the United States, the last Dragon Warrior game from the main series released in the U.S. was Dragon Warrior 4 in 1992. The original Super Famicom/SNES versions of Dragon Quest 5 and 6 were only released in Japan.

This was the first Dragon Quest/Dragon Warrior game that was not released on a Nintendo video game system.

The back of the instruction manual for the U.S. version contained an advertisement for a PlayStation remake of Dragon Warrior 4. That remake was released in Japan on PlayStation as Dragon Quest 4, but the U.S. version was later canceled.




Loomin
Darkness Tower
Mt. Tor
Mardra
Marshy Cave
Labres
Mt. Flame
Verdham
World Tree
Krage
INN
Engow
Dune Palace
Sphinx
Medal
Mt. Tower
Mountain Cave
Exacate Cave
Dune Village
Hamelia
Rexwood
East Tower
Sharkeye's Ship (cave)
Deja Camp
Colorstone Mine
Orph
Eastard Castle
Ruins
Fishbel
Probina
Leta Shrine
Dialac (SIM)
Zebbot's Cabin
Farlish
Falrod Castle
Great Lighthouse
Gorges
MechSoldier's Base
Dharma
Coastal Castle
Halflings Cave
INN & Casino
Western Cave
Mezar
Designed by
Doiron Shop
http://doironshop.tripod.com


DRAGON WARRIOR VII



Dragon Quest 7 was released on the Nintendo 3DS in Japan on February 7th, 2013. This is exciting news as many people had been anticipating this game's release on the 3DS, especially following the remakes of DQ4, 5, and 6 on the DS. Hopefully, we can expect to see Dragon Quest 7 in North America on the 3DS sometime in 2014.

Here are some details about the game:

- Monsters appear on the map before you battle them, like Dragon Quest 9
- Visible characters in battle just like DQ8 and DQ9
- Character outfits change when you switch classes
- There is a Shard Radar to assist in obtaining Shards
- More Shards and Tablets added for new areas to visit
- The new Shards and Tablets are only available through StreetPass





Hero

The Hero is a lifelong native of the town of Fishbel on Estard Island. He is good friends with Maribel, daughter of the mayor of Fishbel, and Kiefer, prince of Estard Castle. In particular, he has a fondness for going out on impromptu adventures with Kiefer. It is one such adventure than begins the story of the game. In terms of gameplay, the Hero is a well-rounded character who is one of the strongest fighters in the game. He also lays claim to a variety of healing magics, and has fairly average statistical growth.



Kiefer

Kiefer is a prince of Estard, and the presumptive heir to the throne. Far from anticipating his elevation to kingship, however, Kiefer seems to resent his royal blood, and is a source of endless worry and frustration to his family and advisors. Kiefer spends much of his time in search of excitement and adventure, and has found a kindred spirit in the Hero, whom he considers his closest friend. Kiefer is incredibly strong, with a high physical attack statistic and naturally high HP. He is the most powerful character available early on in the game.



Maribel

A friend of both the Hero and Kiefer, Maribel is the daughter of the mayor of Fishbel. Unlike Kiefer, who has steadfastly refused to let his social status influence how he looks upon other people, Maribel tends to be a bit condescending, even bossy. Despite this, she gets along well with her friends, and occasionally accompanies them on their adventuring, even if she sometimes has to pressure them into letting her tag along. Maribel is primarily a magic user, and has access to a variety of damaging attack spells relatively early on.



Gabo

Although he appears normal, Gabo is actually a white wolf pup who was irrevocably turned into a boy. As such, he retains a number of obvious lupine characteristics, and can be somewhat animalistic at times. He agrees to travel with the heroes hoping to protect his family, but remains with the group out of a sense of loyalty. Gabo's speciality is in physical combat. Despite his diminutive size, he can easily become as powerful as the Hero, Melvin, and Aira through mastery of the class system.



Melvin

A skilled paladin of generations past, Melvin fought on the side of God against the Demon Lord many years ago. Melvin excelled at his work, and distinguished himself in both skill and honor. As such, Melvin was petrified in stone by God, so that, should the need arise, he could be reawakened to once again take up the fight against evil. The party finds Melvin, who joins their adventure, although his age and unfamiliarity with the present day often leave other characters somewhat befuddled. Melvin is proficient at both magic and physical combat, though his magic casting abilities are slightly superior to his physical attack skills.



Aira

Aira is the lead ritual dancer of the Deja tribe, an ancient race of people charged with the stewardship of a temple necessary in the act of calling forth God. Raised and trained at swordsmanship, Aira is a more than capable fighter, as well. But, for all her skills, Aira harbors a secret from her past that weighs heavily upon her soul. Although capable of doing both significant physical and significant magical damage, Aira stands in contrast to Melvin, in that her magic skills tend to lag slightly behind her physical statistics.





Since times long forgotten, a forbidden scepter had lain sealed away in Trodain castle. Until one day, a mysterious jester called Dhoulmagus disturbed its rest and freed the scepter from its ancient bonds.

Using the scepter's power, Dhoulmagus placed a spiteful curse upon the whole kingdom. In the space of a moment, the people were transformed into thorns and the land was frozen in time. To add insult to injury, the King and the Princess were turned into hideous beasts!

However the curse left one person untouched...a young guardsman...You! Now you must embark on an epic journey to save your king and country and lift the shadow of the evil jester's curse.

Released on November 15th, 2005 for the Sony PlayStation 2, Dragon Quest 8: Journey of the Cursed King is one of the finest titles produced from this legendary RPG series.



The game begins when the evil jester Dhoulmagus steals a magical scepter from Trodain Castle. With this powerful scepter, he transforms the inhabitants of Trodain into plant-like statues, as well as changing the king into a toad-like monster and the princess into a horse, while covering the majority of the castle in large, green magical thorns. The Hero, a young Trodain guardsman, is the only resident to remain uncursed. Accompanying the cursed king and princess, he hunts Dhoulmagus, in hopes of restoring Trodain to its former glory. The Hero is eventually joined on his quest by three companions: a scarred, inarticulate bandit named Yangus, a young magician named Jessica, and Angelo, a rapier-wielding Templar Knight and self-proclaimed ladies' man. During their travels, the party runs into Dhoulmagus several times. A couple of these encounters involve Dhoulmagus killing someone beloved by members of the Hero's party. Individuals slain by Dhoulmagus include Alistair (Jessica's brother) and Abbot Francisco, who is head of the abbey where Angelo lives. The party finally tracks down Dhoulmagus to the Dark Ruins, where they find him recuperating, and finally face off against him. After his defeat, he tries to curse the party with his scepter, but the hero is again unaffected by the curse, blocking the blast and sparing the other party members. Dhoulmagus then uses his menacing power to change into a hideous creature. However, even with his new powers, he is no match for the might of the heroes. Much to their surprise, however, they find that even with his defeat, the curse still has not been lifted. Concluding that something else must be maintaining the curse, they leave the ruins, with Jessica picking up Dhoulmagus' scepter as they exit.

Jessica later returns, possessed by the staff and battles the remaining party members in an attempt to murder a young man. After the party releases Jessica from her possession, Jessica tells them that the scepter contains the spirit of Rhapthorne, the Lord of Darkness, who was imprisoned in the scepter long ago by seven sages. He seeks to escape from his prison by killing the descendants of the sages. When Jessica explains this, the scepter takes control of a magician's dog, Sir Leopold, and kills the magician's assistant, who was one of the descendants of the sages. Now it is up to the Hero and his friends to find and protect the the remaining descendants, while tracking down the holder of the scepter, and eventually Lord Rhapthorne.



Dragon Ques: 8 was the first game from the main series produced after Enix bought Squaresoft and became Square Enix. It was also the first game from the series to be referred to as Dragon Quest in the U.S. instead of Dragon Warrior, as Square Enix finally obtained the rights to the trademark in North America. Like all the games from this series, Dragon Quest 8 stayed close to its roots, however there were a few changes and improvements. The game uses an over-the-shoulder 3-D display on all maps, replacing the traditional bird's-eye view. Voice acting was used during cut scenes, which proved to be very beneficial for the storyline. Also the day-night cycle was brought back for this game, and time even passes while walking in towns. There are so many extras and side quests in the game including taming monsters for a special monster tournament, a gambling casino, and even an Alchemy Pot where you can make your own items, weapons, and armor.

Dragon Quest 8 was a smash hit worldwide. Its success paved the way for a number of games released for the series ever since, including 8 different Dragon Quest titles on the Nintendo DS over a 6 year period. Dragon Quest 8 is one of the most recognized and beloved games from the franchise, and its legacy will live on forever.

 Hero	You were once of the King's guards who served in Castle Trodain. That was until the day the curse unleashed by the evil Dhoulmagus froze the Kingdom in time and turned your master, King Trode, into a hideous monster. You were the only one who survived the tragedy unscathed, and so it is up to you to track down Dhoulmagus and find a way to save your beloved King and fellow countrymen.
 Yangus	Yangus's craggy face and rough attitude make it obvious that he was once a bandit just as much as the scars all over his body do. However, due to unexpected circumstances, he ends up joining you, the hero, as a traveling companion. What could you have done to encourage him to reform his life so much? And why does he respectfully call you "guv" all the time?
 Jessica	Despite her casual dress and her inquisitive expressions, Jessica is actually the daughter of a famous family of rural aristocrats. Hidden away within her are the seeds of powerful magic, so she currently studies magic in the hopes of unlocking that power. Jessica is also trying to hunt down Dhoulmagus, and this is why she eventually joins up with you and Yangus. What happened between her and Dhoulmagus to make her want to leave such a comfortable life behind?
 Angelo	Angelo, a Templar who serves to protect Maella Abbey, is gifted with good looks and charm, as well as the most extraordinary silver hair. But why would one who has such noble ecclesiastical responsibilities join up with your mismatched party on a journey without a clear end?
 King Trode	Although he looks like a monster, he is in fact the majestic ruler of Trodain. He was transformed into his troll-like appearance on the day Dhoulmagus cursed his whole kingdom. In order to lift the curse that was placed on his castle and its inhabitants, King Trode sets out on a seemingly endless journey with you, the only person left unscathed by the tragedy. Will poor King Trode ever be able to restore his kingdom and his visage to its former glory?
 Horse	King Trode's daughter Princess Medea was turned into a horse when her father was cursed by Dhoulmagus. She travels with the heroes by pulling the cart with their supplies.

Monster	HP	Gold	EXP	Treasure
 Abominaga	186	24	202	Giant Mallet (Common) Chilly Cheese (Rare)
 Abyss Deer	230	38	266	Watermeed Mould (Common) Spicy Cheese (Rare)
 Aeolloman	80	19	79	Tough Guy Tattoo (Common) Assassin's Dagger (Rare)
 Archdemon	248	62	418	Rockbomb Shard (Common) Battle Fork (Rare)
 Argon Lizard	472	102	650	Argon Heart (Common)
 Bag o' Laughs	34	25	35	Plain Clothes (Common) Hardsord (Rare)
 Battle Beetle	57	22	96	Templar's Shield (Common) Iron Helmet (Rare)
 Beelzebuzz	164	21	205	Cowpat (Common) Dragon Dung (Rare)
 Beetlebug	16	10	12	Medicinal Herb (Common) Leather Hat (Rare)
 Belial	720	166	523	Tough Guy Tattoo (Common) Battle Fork (Rare)
 Ber	75	25	71	Rock Salt (Common) Iron Armour (Rare)
 Berserker	120	19	118	Kitty Shield (Common) Iron Axe (Rare)
 Blood Mummy	138	16	126	Bandana (Common) Red Mould (Rare)
 Bloody Hand	192	17	146	Medicinal Herb (Common) Gold Ring (Rare)
 Blue Fang	2630	1200	3990	Strong Antidote (Common) Seed of Wisdom (Rare)
 Bobonga	443	66	376	Dragon Dung (Common) Fresh Milk (Rare)
 Bodkin Archer	21	8	10	Bandana (Common) Plain Cheese (Rare)
 Bodkin Bowyer	46	17	43	Silk Robe (Common) Short Bow (Rare)
 Bodkin Fletcher	88	23	89	Antidotal Herb (Common) Hunter's Bow (Rare)
 Body Politic	564	30	310	Hard Cheese (Common) Magic Armour (Rare)
 Bow	88	4	93	Plain Cheese (Common) Steel Broadsword (Rare)
 Bolt	80	16	65	Plain Cheese (Common) Turtle Shell (Rare)
 Bomboulder	115	11	111	Stone Hardhat (Common) Rockbomb Shield (Rare)
 Bone Blaze	122	56	176	Iron Shield (Common) Holy Lance (Rare)
 Boss Troll	780	56	426	Special Medicine (Common) Premium Mould (Rare)
 Brownie	53	12	43	Medicinal Herb (Common) Giant Mallet (Rare)
 Bubble Slime	20	7	5	Antidotal Herb (Common) Moonweat Bulb (Rare)
 Buffalogre	360	120	363	Red Mould (Common) Iron Cuirass (Rare)
 Buffalo Wing	74	17	62	Cowpat (Common) Fresh Milk (Rare)
 Bulldozer	131	31	117	Cowpat (Common) Plain Cheese (Rare)
 Bullfinch	40	14	30	Cowpat (Common) Magic Beast Hide (Rare)
 Bunicorn	16	5	5	Leather Hat (Common) Bunny Tail (Rare)
 Candy Cat	10	2	2	Medicinal Herb (Common) Bandit's Grass Skirt (Rare)
 Cannibox	61	110	76	Iron Nail (Common) Pot Lid (Rare)
 Caped Caporer	216	31	199	Boxer Shorts (Common) Devil's Tail (Rare)
 Capsicrhom	15	3	3	Cypress Stick (Common) Copper Sword (Rare)
 Captain Crow	?	2675	9750	-
 Chainno	38	11	36	Medicinal Herb (Common) Gold Brace (Rare)
 Chimaera	45	12	54	Chimera Wing (Common) Hardsord (Rare)
 Claws	283	73	386	Iron Helmet (Common) Assassin's Dagger (Rare)
Clockwork Cuckoo	32	31	66	Iron Nail (Common) Dagger (Rare)
Cockateer	105	28	90	Stone Hardhat (Common) Titan Belt (Rare)
Crayzee	91	25	94	Edged Boomerang (Common) Turtle Shell (Rare)

Crocodog	1070	82	718	Leather Shield (Common) Seed of Skill (Rare)
Cureslime	54	11	70	Medicinal Herb (Common) Moon's Mercy (Rare)
Cyclops	460	69	443	Amari Seco Essence (Common) Giant Mallet (Rare)
Dancing Devil	29	10	7	Chimera Wing (Common) Boxer Shorts (Rare)
Dancing Flame	90	14	143	Bandit's Grass Skirt (Common) Spicy Cheese (Rare)
Dark Condor	163	26	224	Chimaera Wing (Common) Wing of Bat (Rare)
Dark Dwelling	397	71	398	Iron Headgear (Common) Life Brace (Rare)

Monster	HP	Gold	EXP	Treasure
 Dark Dullahan	292	138	326	Antidotal Herb (Common) Zombie Mail (Rare)
 Dark Gryphen	349	61	411	Bunny Tail (Common) Saint's Ashes (Rare)
 Dark Macarbour	334	56	333	Stong Medicine (Common) Yggdrasil Leaf (Rare)
 Dark Minister	193	101	416	Leather Cape (Common) Saint's Ashes (Rare)
 Dark Moth	286	15	226	Rarest Powder (Common) Saint's Ashes (Rare)
 Dark Sabocat	372	109	607	Leather Hat (Common) Saint's Ashes (Rare)
 Dark Sea-Dea	236	61	287	Waterweed Mould (Common) Leather Cape (Rare)
 Dark Skeleton	240	31	304	Moonwort Bulb (Common) Bronze Shield (Rare)
 Dark Slime	97	12	87	Medicinal Herb (Common) Magical Hat (Rare)
 Dark Star	236	66	301	Medicinal Herb (Common) Edged Boomerang (Rare)
 Dark Turkey	214	73	309	Garter (Common) Dream Blade (Rare)
 Darkodile	593	138	637	Hairband (Common) Scale Armour (Rare)
 Darkpixel Dragon	?	-	18010	-
 Dead Finger	124	12	68	Chilly Cheese (Common) Scholar's Specs (Rare)
 Death Scorpion	68	14	99	Antidotal Herb (Common) Poison Needle (Rare)
 Demoncobot	1250	380	1830	Seed of Magic (Common) Gold Nugget (Rare)
 Demonrider	126	37	131	Copper Sword (Common) Cool Cheese (Rare)
 Demon Thunderer	179	48	250	Devil's Tail (Common) Wizard's Staff (Rare)
 Devilmoth	70	19	66	Antidotal Herb (Common) Rarest Powder (Rare)
 Dhoulmagus	?	-	3400	-
 Dhoulmagus (2nd form)	?	-	12000	-
 Dioskio	78	37	72	Gold Bracer (Common) Gold Ring (Rare)
 Diemen	64	19	66	Chimera Wing (Common) Magic Beast Hide (Rare)
 Dingaling	28	16	31	Hairband (Common) Gold Bracer (Rare)
 Divine Dragon	?	-	19040	-
 Don Mole	1269	360	1160	-
 Dracknoxge	19	7	8	Medicinal Herb (Common) Chimera Wing (Rare)
 Drackly	12	3	2	Medicinal Herb (Common) Chimera Wing (Rare)
 Drackyma	33	9	28	Moonwort Bulb (Common) Wing of Bat (Rare)
 Dragonthorn	164	25	101	Medicinal Herb (Common) Thorn Whip (Rare)
 Dragon	269	61	302	Dragon Dung (Common) Dragon Scale (Rare)
 Dullahan	335	48	378	Leather Cape (Common) Steel Shield (Rare)
 Elysium Bird	173	43	163	Eagle Dagger (Common) Ruby of Protection (Rare)
 Emerald Dragon	?	-	14800	Seed of Skill (Common)
 Empyrea	?	-	10150	-
 Evael	96	11	92	Antidotal Herb (Common) Snakeskin Whip (Rare)
 Evil Jessica	?	-	7800	-
 Evil Sir Leopold	?	-	10200	-
 Fallen Priest	138	63	183	Magic Vestment (Common) Steel Scythe (Rare)
 Fat Bat	62	9	61	Wing of Bat (Common) Magic Beast Hide (Rare)
Fencing Fox	25	16	20	Wuyfene's Clothes (Common) Gold Bracer (Rare)
Firespirit	14	4	5	Holy Water (Common) Arms Ecco Essence (Rare)
Flyapi	39	16	44	Cowpat (Common) Plain Cheese (Rare)
Foul Archer	47	33	121	Iron Lance (Common) Farmer's Scythe (Rare)
Foulfighter	285	60	376	Garter (Common) Bastard Sword (Rare)
Freeze Fly	126	36	162	Cowpat (Common) Dragon Dung (Rare)
Froglice	36	13	20	Medicinal Herb (Common) Arms Ecco Essence (Rare)
Frogman	116	18	98	Waterweed Mould (Common) Cool Cheese (Rare)
Frostbone	113	16	199	Magic Water (Common) Chilly Cheese (Rare)
Frost Wyvern	286	62	326	Dragon Scale (Common) Chain Whip (Rare)

Monster	HP	Gold	EXP	Treasure
 Frost Frog	510	67	396	Magic Beast Hide (Common) Dragon Scale (Rare)
 Fungheal	22	12	13	Antidotal Herb (Common) Plain Cheese (Rare)
 Gargoyle	120	36	114	Strong Medicine (Common) Steel Broadsword (Rare)
 Garuda	88	12	76	Hairband (Common) Poison Moth Knife (Rare)
 Gemen	3960	-	8800	Seed of Skill (Common)
 Geyzer	173	108	107	Seed of Strength (Common)
 Ghost	182	17	98	Antidotal Herb (Common) Gold Ring (Rare)
 Giant Moth	36	12	37	Rennet Powder (Common) Red Mould (Rare)
 Gigantes	710	36	511	Amer Saca Essence (Common) Elfin Elixir (Rare)
 Golden Dragon	?	-	16350	-
 Gold Golem	120	726	64	Gold Bracer (Common) Gold Ring (Rare)
 Golem	225	60	237	Rennet Powder (Common) Titan Belt (Rare)
 Goodybag	55	106	32	Gold Bracer (Common) Prayer Ring (Rare)
 Gorrella	85	10	85	Magic Beast Hide (Common) Giant Mallet (Rare)
 Great Argon Lizard	1390	520	2830	Great Big Argon Heart (Common)
 Great Sidecat	95	31	120	Medicinal Herb (Common) Magic Beast Hide (Rare)
 Great Troll	1092	68	679	Medicinal Herb (Common) Seed of Skill (Rare)
 Grim Rider	236	72	304	Holy Lance (Common) Magical Hat (Rare)
 Gryphon	161	32	167	Chimaera Wing (Common) Razor Wing Boomerang (Rare)
 Hacksaurus	171	66	216	Dragon Scale (Common) Dragon Dung (Rare)
 Hades Condor	102	22	99	Strong Medicine (Common) Eagle Dagger (Rare)
 Hammerhood	33	9	21	Oaken Club (Common) Giant Mallet (Rare)
 Hawk Man	95	24	100	Chimaera Wing (Common) Copper Sword (Rare)
 Headhunter	54	18	62	Medicinal Herb (Common) Snake Shield (Rare)
 Hood of Shaire	412	60	320	Soft Cheese (Common) Thinking Cap (Rare)
 Healslime	24	13	18	Medicinal Herb (Common) Amrs Saca Essence (Rare)
 Heavy Hood	438	53	423	Velvet Cape (Common) Pirate's Hat (Rare)
 Hellgator	612	138	617	Hairband (Common) Scale Armour (Rare)
 Hell Gladiator	276	94	416	Hades' Helm (Common) Platinum Sword (Rare)
 Hell Hopper	263	66	379	Moon's Mercy (Common) Elevating Shoon (Rare)
 Hell Hornet	37	12	51	Medicinal Herb (Common) Poison Moth Knife (Rare)
 Hellhound	165	26	169	Medicinal Herb (Common) Magic Beast Hide (Rare)
 Hell's Gatekeeper	625	68	862	Platinum Mail (Common) Ramuss Shield (Rare)
 Hellspawn	107	42	389	Nask Grass (Common) Cloak of Evasion (Rare)
 Herbstalker	405	46	409	Magic Water (Common) Demon Whip (Rare)
 High Roller	284	37	245	Leather Hat (Common) Prayer Ring (Rare)
 Hipster	70	16	68	Red Mould (Common) Wing of Bat (Rare)
 Hocus Chimaera	108	35	115	Chimaera Wing (Common)
 Hood	60	14	66	Stone Axe (Common) Leather Cape (Rare)
 Hoodlum	123	32	106	Tough Guy Tattoo (Common) Iron Axe (Rare)
Hunter Mech	71	20	76	Hunter's Bow (Common) Steel Broad Sword (Rare)
Ice Queen	221	66	186	Fishnet Stockings (Common) Staff of Divine Wrath (Rare)
Killdiller	198	78	221	Titan Belt (Common) Poison Moth Knife (Rare)
Imp	28	11	15	Chimera Wing (Common) Cast Cheese (Rare)
Infernal Armour	88	19	90	Iron Armour (Common) Steel Broadsword (Rare)
Invisible Swordsman	511	66	602	Dark Robe (Common) Rusty Old Sword (Rare)
Iron Rhino	48	68	139	Farmer's Scythe (Common) Iron Helmet (Rare)
Iron Scorpion	64	21	82	Iron Mail (Common) Farmer's Scythe (Rare)
Jaki	90	25	81	Meerwert Bath (Common) Iron Helmet (Rare)
Jetblowcocker	645	100	318	Special Medicine (Common) Steel Broadsword (Rare)

Monster	HP	Gold	EXP	Treasure
 Jackal Ripper	142	32	123	Titan Belt (Common) Assassin's Dagger (Rare)
 Jaricat	29	8	19	Bandana (Common) Plain Cheese (Rare)
 Jargon	73	32	64	Rennet Powder (Common) Fresh Milk (Rare)
 Jum	75	4	60	Plain Cheese (Common) Copper Sword (Rare)
 Jumping Jackal	111	32	103	Magic Beast Hide (Common) Assassin's Dagger (Rare)
 Kao	75	25	61	Antidotal Herb (Common) Steel Broadsword (Rare)
 Khalaman	360	230	311	-
 Khalaman Kid	44	9	37	Waterweed Mould (Common) Oaken Club (Rare)
 Killer Croaker	183	16	166	Waterweed Mould (Common) Bandana (Rare)
 Killer Moth	84	14	116	Rennet Powder (Common) Antidotal Herb (Rare)
 Killing Machine	165	68	315	Iron Cuirass (Common) Steel Broadsword (Rare)
 King Cureslime	180	16	136	Amor Seco Essence (Common) Yggdrasil Dew (Rare)
 King Kolp	86	16	99	Waterweed Mould (Common) Coral Rapier (Rare)
 King Slime	210	51	110	Slime Earrings (Common) Slime Crown (Rare)
 King Squid	261	46	116	Leather Whip (Common) Strong Medicine (Rare)
 Kisser	49	15	53	Waterweed Mould (Common) Red Mould (Rare)
 Left Wing	600	20	209	Highly-strung Cheese (Common) Power Shield (Rare)
 Lesser Demon	119	38	107	Red Mould (Common) Gold Bracer (Rare)
 Lethal Armour	145	52	124	Soldier's Sword (Common) Heavy Armour (Rare)
 Lips	11	3	2	Medicinal Herb (Common) Moonwort Bulb (Rare)
 Liquid Metal Slime	8	18	10050	Seed of Agility (Common) Elevating Shoes (Rare)
 Living Statue	286	90	306	Stone Hardhat (Common) Ruby of Protection (Rare)
 Lord of the Dragonians	?	-	-	-
 Lost Soul	53	9	62	Holy Water (Common) Magic Water (Rare)
 Lump Mage	38	18	31	Cypress Stick (Common) Wizard's Staff (Rare)
 Lump Shaman	80	32	90	Red Mould (Common) Wizard's Staff (Rare)
 Lump Wizard	109	22	112	Holy Water (Common) Wizard's Staff (Rare)
 Mad Mole	65	16	68	Medicinal Herb (Common) Stone Hardhat (Rare)
 Magic Dumbell	78	9	41	Red Mould (Common) Rapier (Rare)
 Magic Marionette	117	27	108	Iron Nail (Common) Slime Earrings (Rare)
 Man o' War	35	12	23	Moonwort Bulb (Common) Plain Cheese (Rare)
 Marcello	?	-	11020	-
 Mars Rover	78	17	66	Iron Cuirass (Common) Chain Whip (Rare)
 Mecha-Wyvern	9	8	6	Pot Lid (Common) Chinese Wing (Rare)
 Megalodon	528	-	1350	Yggdrasil Dew (Common)
 Merking	196	64	278	Antidotal Herb (Common) Medicinal Herb (Rare)
 Merman	101	19	106	Medicinal Herb (Common) Scale Armour (Rare)
 Metal King Slime	20	240	30010	Slime Crown (Common) Orichalcum (Rare)
 Metal Slime	4	5	1350	Seed of Defence (Common) Seed of Agility (Rare)
 Metal Slime Knight	90	33	91	Slime Earrings (Common) Kitty Shield (Rare)
Mimic	144	72	128	Iron Nail (Common) Seed of Strength (Rare)
Mimic King	340	71	402	Iron Nail (Common) Seed of Wisdom (Rare)
Minidemon	58	11	93	Wing of Bat (Common) Rockbomb Shard (Rare)
Mischievous Mole	15	5	4	Medicinal Herb (Common) Oaken Club (Rare)
Mohawker	344	160	318	Waterweed Mould (Common) Iron shield (Rare)
Morphean Mushroom	45	11	40	Red Mould (Common) Plain Cheese (Rare)
Mucho Macho	316	61	318	Strong Medicine (Common) Magical Hat (Rare)
Mud Mannequin	63	15	69	Rock Salt (Common) Cypress Stick (Rare)
Muddy Hand	49	8	46	Medicinal Herb (Common) Strength Ring (Rare)
Mure	65	25	68	Plain Cheese (Common) Leather Armour (Rare)

Monster	HP	Gold	EXP	Treasure
 Mamboh-Jumbee	345	41	309	Plain Cheese (Common) Seed of Life (Rare)
 Mummy	66	10	67	Turban (Common) Scholar's Specs (Rare)
 Mummy Boy	73	9	66	Bandana (Common) Turban (Rare)
 Mukkoon Magic	61	13	76	Hint Mould (Common) Waterweed Mould (Rare)
 Night Emperor	100	46	93	Wing of Bat (Common) Gold Ring (Rare)
 Night Fox	56	16	56	Rapier (Common) Feathered Cap (Rare)
 Night Sneaker	52	20	52	Movement Bulb (Common) Bunny Tail (Rare)
 Nutso Macho	147	38	120	Medicinal Herb (Common) Gold Bracer (Rare)
 Octavian Pirate	205	63	290	Iron Shield (Common) Iron Lance (Rare)
 Octavian Sorcery	116	33	120	Iron Helmet (Common) Long Spear (Rare)
 Orc	105	31	94	Medicinal Herb (Common) Iron Lance (Rare)
 Orc King	149	38	154	Magic Beast Hide (Common) Long Spear (Rare)
 Pan Piper	46	18	54	Medicinal Herb (Common) Leather Kilt (Rare)
 Pandora's Box	405	184	660	Recovery Ring (Common) Orichalum (Rare)
 Paprikan	54	10	47	Red Mould (Common) Rapier (Rare)
 Peeper	78	14	75	Holy Water (Common) Magic Water (Rare)
 Phalanx Fencer	65	12	69	Leather Cape (Common) Templar's Sword (Rare)
 Phantom Swordsman	102	34	164	Amor Saca Essence (Common) Magic Water (Rare)
 Pignalion	100	13	109	Antidotal Herb (Common) Waterweed Mould (Rare)
 Pink Poogo	81	18	78	Giant Mallet (Common) Magic Beast Hide (Rare)
 Poison Eeal	110	16	116	Medicinal Herb (Common) Snakeskin Whip (Rare)
 Puppeteer	75	21	45	Silk Robe (Common) Slime Earrings (Rare)
 Puppet Master	130	61	132	Chimera Wing (Common) Dancer's Costume (Rare)
 Puppet Player	100	41	90	Medicinal Herb (Common) Scholar's Specs (Rare)
 Red Horn	3100	1600	4200	Strong Medicine (Common) Seed of Strength (Rare)
 Redtail Hipster	103	36	92	Wing of Bat (Common) Thorn Whip (Rare)
 Restless Armour	61	13	74	Iron Shield (Common) Iron Armour (Rare)
 Rhapthene	?	-	-	-
 Rhapthene (2nd form)	?	-	-	-
 Right Wing	500	20	209	Chunky Cheese (Common) Bastard Sword (Rare)
 Riptide	235	113	331	Dagger (Common) Scale Armour (Rare)
 Robe Robin	99	43	96	Iron Nail (Common) Iron Cuirass (Rare)
 Rockbomb	68	11	70	Rock Salt (Common) Rockbomb Shard (Rare)
 Ruin	3600	-	2400	Orichalum (Common)
 Satyr	13	4	3	Plain Clothes (Common) Wayfarer's Clothes (Rare)
 Scorpion	40	8	42	Antidotal Herb (Common) Iron Lance (Rare)
 Sea Dragon	123	61	114	Dragon Scale (Common) Scholar's Specs (Rare)
 Seasnar	20	240	30010	Slime Crown (Common) Orichalum (Rare)
 Sea Angel	82	18	78	Amor Saca Essence (Common) Bunny Tail (Rare)
 Sea Urchin	16	20	23	Medicinal Herb (Common) Bandit's Grass Skirt (Rare)
Servant of Darkness	432	89	682	Hades' Helm (Common) Mirror Armour (Rare)
Shade	86	14	78	Rarest Powder (Common) Wing of Bat (Rare)
Shadow	154	14	216	Bronze Knife (Common) Iron Mask (Rare)
She-Slime	18	6	8	Medicinal Herb (Common) Slime Earrings (Rare)
Silkrea	131	38	113	Magic Beast Hide (Common) Fur Hood (Rare)
Silhouette	156	32	376	Rarest Powder (Common) Saint's Ashes (Rare)
Silver Dragon	?	-	16000	-
Slime	112	43	123	Coral Hairpin (Common) Wizard's Staff (Rare)
Skeleton	46	15	41	Soldier's Sword (Common) Templar's Uniform (Rare)
Skeleton Soldier	94	26	93	Titan Bolt (Common) Steel Shoulderpad (Rare)

Monster	HP	Gold	EXP	Treasure
 Skipper	21	10	12	Medicinal Herb (Common) Bunny Tail (Rare)
 Skullrider	109	32	97	Medicinal Herb (Common) Bandana (Rare)
 Slime	7	1	1	Medicinal Herb (Common) Amor Deus Essence (Rare)
Slime Knight	52	22	55	Slime Earrings (Common) Templar's Shield (Rare)
 Smackler	131	18	149	Moonwort Bulb (Common) Waterweed Mould (Rare)
 Snapdragon	436	63	356	Thorn Whip (Common) Spiked Steel Whip (Rare)
 Solaris	457	86	468	Moonwort Bulb (Common) Seed of Skill (Rare)
 Soul Mole	88	16	86	-
 Soulspawn	75	9	138	Moonwort Bulb (Common) Elfin Elixir (Rare)
 Spiked Hare	42	13	30	Medicinal Herb (Common) Bunny Tail (Rare)
 Spitnik	108	18	92	Boomerang (Common) Moon's Mercy (Rare)
 Squid Kid	74	15	74	Pointy Hat (Common) Duncan's Costume (Rare)
 Statue of Angelo	-	-	280	-
 Statue of Hero	-	-	800	-
 Statue of Jessica	-	-	460	-
 Statue of Yangus	-	-	730	-
 Stone Golem	276	38	340	Strong Medicine (Common) Rockbomb Shard (Rare)
 Stone Guardian	450	80	422	Rock Salt (Common) Mighty Amulet (Rare)
 Swingin' Hipster	144	46	155	Medicinal Herb (Common) Spangled Dress (Rare)
 Top Devil	86	21	78	Leather Cape (Common) Devil's Tail (Rare)
 Tentacular	502	52	303	Antidotal Herb (Common) Full Moon Ring (Rare)
 Terror Tabby	56	12	67	Leather Whip (Common) Turban (Rare)
 Tortured Soul	425	200	680	Gold Rosary (Common)
 Toxic Zombie	116	17	75	Antidotal Herb (Common) Wayfarer's Clothes (Rare)
 Trap Box	1100	660	1020	Venus' Tear (Common)
 Treeface	64	23	67	Medicinal Herb (Common) Strong Medicine (Rare)
 Treeid	109	27	95	Strong Medicine (Common) Yggdrasil Leaf (Rare)
 Troll	423	46	210	Tough Guy Tattoo (Common) Sledgehammer (Rare)
 Tyrantosaurus	208	57	283	Dragon Scale (Common) Iron Axe (Rare)
 Ultimate Dragon	?	-	-	-
 Unholy Bishop	412	73	619	Spangled Dress (Common) Velvet Cape (Rare)
 Venom Wasp	92	13	89	Moonwort Bulb (Common) Poison Needle (Rare)
 Vermilion Dragon	?	-	-	-
 Volpane	107	43	102	Leather Cape (Common) Templar's Sword (Rare)
 Wakin' Weed	59	17	73	Red Mould (Common) Coral Hairpin (Rare)
 Walking Corpse	94	11	59	Antidotal Herb (Common) Chain Mail (Rare)
 War Gryphon	249	59	305	Chimaera Wing (Common) Spicy Cheese (Rare)
 Wight King	456	72	477	Saint's Ashes (Common) Skull Ring (Rare)
 Wight Priest	256	57	398	Magic Vestment (Common) Rune Staff (Rare)
 Wild Bearfish	62	11	60	Antidotal Herb (Common) Scale Shield (Rare)
Wisky	40	12	32	Holy Water (Common) Magic Water (Rare)
Witch	68	22	66	Wizard's Staff (Common) Gaiter (Rare)
Woc	75	25	61	Medicinal Herb (Common) Iron Shield (Rare)
Yabby	41	18	31	Boomerang (Common) Scale Shield (Rare)
Zombie Gladiator	180	71	269	Battle-axe (Common) Steel Broadsword (Rare)

Was the first game from the series to be referred to as Dragon Quest outside of Japan, instead of Dragon Warrior.

This was the second game of the series released after Enix bought Squaresoft and became Square Enix. Slime MoriMori on the Game Boy Advance was the first, but that was only released in Japan.

Prior to this game's 2005 release in North America, there had been rumors that the series was dead in the U.S. and would only be available in Japan. These rumors proved to be false, and with the game's success a flurry of Dragon Quest titles have been released ever since.

Square Enix also sold a PS2 Slime Controller separately.

This is the only other game from the main series besides Dragon Warrior 7 that was not released on a Nintendo system.

This was also the ast game from the series to be released on a Sony video game system.

Contrary to popular belief, this was the first game from the main series in North America to use a subtitle (Journey of the Cursed King). All of the older games from the main series did not add subtitles until they were remade/re-released on other systems.

This game was released as a Greatest Hits title in the U.S. in 2006, which is also proven by this picture. However it was rare to come across this version of the game as most stores usually had the original copies.

Was the first Dragon Quest game to use voice acting during cut scenes.

The game uses an over-the-shoulder 3-D display on all maps, replacing the traditional bird's-eye view. It can optionally be switched to a first-person view.

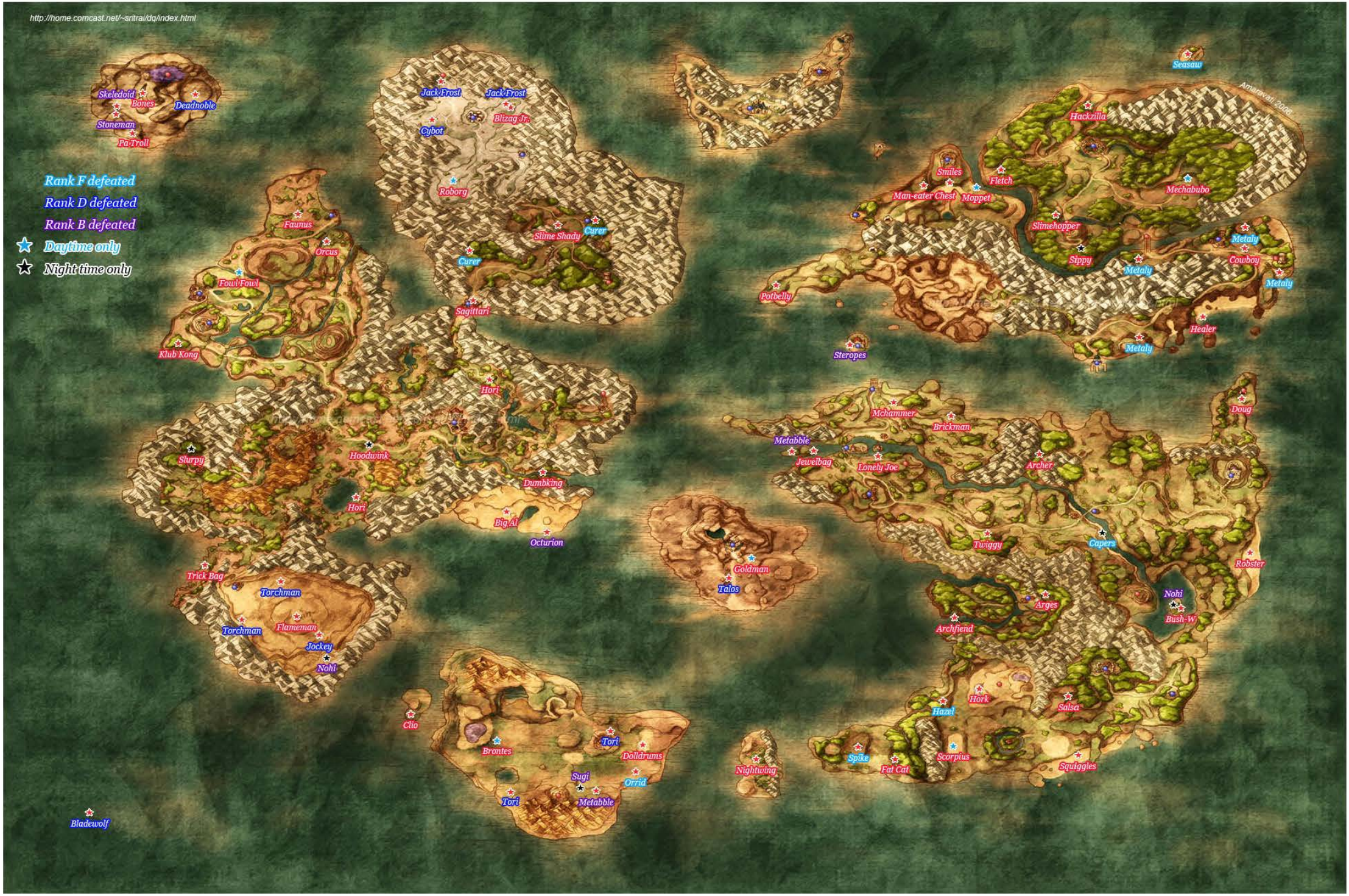
Only the lead character is displayed in the map view, however the lead character can be swapped out.

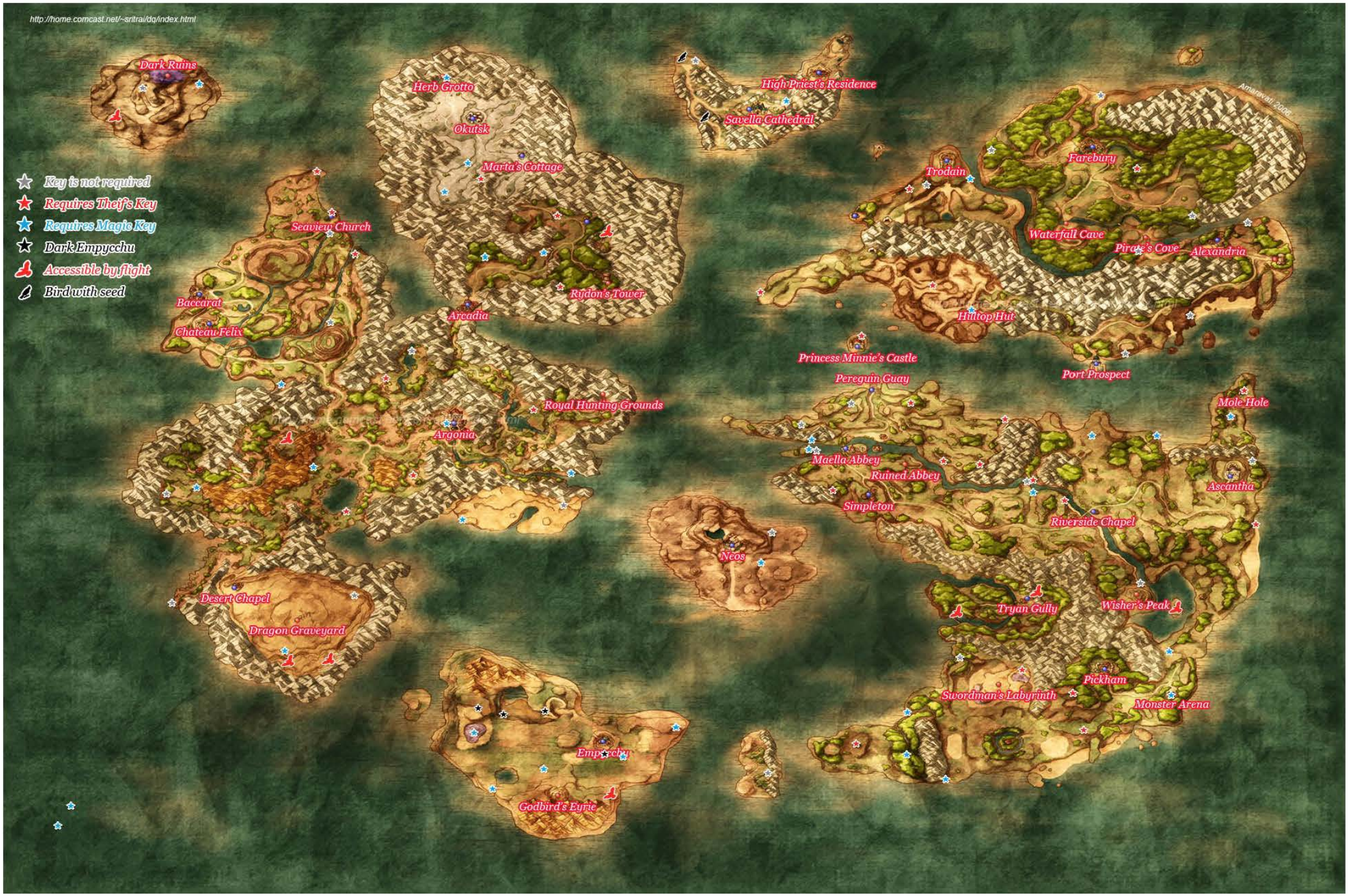
The day-night cycle which was used in Dragon Quest 3, 4, and 5 was brought back for this game.

Time also passes when in towns, and the party can switch between day and night when staying at Inns.

Random monster encounters are suppressed as long as the party is on a road.

If you fight all 295 monsters in the game you get a Gospel Ring, which eliminates random battles. You will find it in the enemies defeated section of the battle records, after you have fought all 295 monsters.


http://home.comcast.net/~sritrai/dq/index.html
Rank F defeated
Rank D defeated
Rank B defeated
Daytime only
Night time only
Skeledoid
Bones
Deadnoble
Stoneman
Pa-Troll
Jack-Frost
Jack-Frost
Blizag Jr.
Cybot
Roborg
Faunus
Orcus
Fowl'Fowl
Slime Shady
Curer
Curer
Sagittari
Khub Kong
Hori
Hooduink
Slurpy
Dumbking
Hori
Big Al
Octurion
Trick Bag
Torchman
Torchman
Flameman
Jockey
Nohi
Goldman
Talos
Clio
Brontes
Tori
Dolldrums
Sugi
Orrid
Tori
Metabble
Bladewolf
Nightwing
Seasaw
Amaravati 2006
Hackzilla
Smiles
Fletch
Man-eater Chest
Moppet
Mechabubo
Slimehopper
Sippy
Metaly
Metaly
Cowboy
Metaly
Potbelly
Healer
Metaly
Steropes
Mchammer
Brickman
Doug
Metabble
Jewelbag
Lonely Joe
Archer
Twiggy
Capers
Robster
Nohi
Bush-W
Arges
Archfiend
Hork
Hazel
Salsa
Spike
Fat Cat
Scorpius
Squiggles


http://home.comcast.net/~sritrai/dq/index.html
Key is not required
Requires Thief's Key
Requires Magic Key
Dark Empycchu
Accessible by flight
Bird with seed
Dark Ruins
Herb Grotto
Okutsk
Marta's Cottage
High Priest's Residence
Savella Cathedral
Farebury
Trodain
Waterfall Cave
Pirate's Cove
Alexandria
Seaview Church
Baccarat
Chateau Félix
Arcadia
Rydon's Tower
Hilltop Hut
Princess Minnie's Castle
Port Prospect
Pereguin Quay
Royal Hunting Grounds
Argonia
Mole Hole
Maella Abbey
Ruined Abbey
Ascantha
Simpleton
Riverside Chapel
Neos
Desert Chapel
Dragon Graveyard
Tryan Gully
Wisher's Peak
Pickham
Swordman's Labyrinth
Monster Arena
Godbird's Eyrie

Dragon Quest IX: Sentinels of the Starry Skies

The Observatory is home to the mighty Yggdrasil, the Great World Tree, and to the Celestrians, a race of beings charged with watching over the mortal realm beneath. According to legend, when the sacred fyggs finally blossom on Yggdrasil's boughs, a celestial carriage will arrive to transport the Celestrians to the Realm of the Almighty.

In order to bring about the blooming of the fyggs, the Celestrians have long gathered benevolessence, the crystallized gratitude of their mortal charges, and offered it up to the great world tree. And now, at long last, fyggbloom draws near...

An incredible story is about to unfold, in which the Celestrian sentinels will become more closely entwined with their mortal charges than ever before.



Dragon Quest 9 continues the Dragon Quest tradition of turn-based combat, with a few modern twists. The game allows players to have a cooperative wireless multiplayer experience with up to four players.

Unlike the other games in the main series there are no more random encounters. Instead the enemies are on a open world map and can chase you if they see you, very similar to Dragon Quest Monsters: Joker.

Dragon Quest 9 includes a quest system. Quests serve as side-stories helping non-player characters around the game's world. Multiple quests can be performed simultaneously with some even interlocking and unlocking various stages in fellow quests. Early quests include gathering magical spring water, slaying monsters and stealing for a fellow thief. Unlike previous Dragon Quest installments, Dragon Quest 9 contains many open ended mini-quests. Upon completion of the quests, a "Quest List log," serves as an in-game achievement list.

This was the first title from the main Dragon Quest series to be originally released on a handheld system. The game was heavily promoted upon its release, it was given a wide variety of advertising and commercials. In return its sales surpassed any Dragon Quest title released prior. What made Dragon Quest 9 so popular among fans was all the options with the multiplayer and co-op features. You can have a friend join your party from their own DS, while keeping their stats which could help you in battle if their levels were higher. You can also choose how long you want the game to be. If you avoid all sidequests, you can beat Dragon Quest 9 in about 50 hours. However if you play the sidequests you can lengthen the game, which leads to even more enjoyment of this fantastic title. Dragon Quest 9 truly is one of the most popular and well received games from the franchise.



 Hero	The hero is a silent protagonist and Celestrian under the tutelage of Aquila, assigned to watch over the village of Angel Falls in his/her master's stead. Later fell from the Observatory after strange beams struck through the heavens during the Fyggbloom, losing wings and halo.
 Aquila	A fellow Celestrian and mentor of the Hero. A firm but fair master, he went missing after the hero and the fyggs fell from the Observatory.
 Apus Major	The most senior of all the Celestrians, this all-knowing ancient rules the Observatory with a benevolent hand.
 Erinn	A young woman living with her grandfather in Angel Falls; she finds the hero after he/she fell into the base of the waterfall. Her father was the "Innсredible Inntertainer," and Patty recruits her to help restore his old establishment, the Quester's Rest, in Stornway.
 Patty	A feisty, party girl and old acquaintance of Erinn's father. She recruits Erinn to help restore his old inn. Provides her Party Planning services for the hero at the Quester's Rest.
 Sellma	A representative of the Sinndicate of Pubs, Inns, and Taverns (S.P.I.T.), sent to Quester's Rest to manage the DQVC Shopping Service
 Stella	A flippant fairy keen on fashion but prone to malaproprism, Stella is the skipper of the Starflight Express and has been trying to find her missing boss. Manages the Battle Records for the hero and is always ready to give advice.
 Sterling	The Captain of the Starflight Express, who went missing after it was struck by a mysterious beam of light.
 Pavo	A Celestrian with the power to open the Rapportal. Enables the player to use multiplayer mode.

Monster	HP	Gold	EXP	Treasure
 Abyss Deer	600	92	240	Dragon Scale (Common) Watermaul Wand (Rare)
 Adreier	120	168	440	Lava Lump (Common) Corundum (Rare)
 Aggrosculpture	220	132	2280	Gold Ring (Common) Skull Ring (Rare)
 Akamoor	464	134	6280	Iron Mask (Common) Runeus Shield (Rare)
 Alphyn	1246	195	6300	Mimonbane (Common) Demon Wisp (Rare)
 Apeckalypse	130	114	740	Mabby Mail (Common) Assassin's Dagger (Rare)
 Atlas	6680	1680	9000	Tough Clay Tattoo (Common) Giant's Hammer (Rare)
 AU-1938	996	216	6880	Gold Bar (Common) Hvarv Hatchet (Rare)
 Avalhell	92	104	360	Ice Helmet (Common) Cautery Sword (Rare)
 Badboon	90	68	171	Magic Beast Hide (Common) Strong Medicine (Rare)
 Badger Mage	58	60	195	Moonrest Bulb (Common) Magic Beast Hide (Rare)
 Badja	105	144	570	Magic Beast Hide (Common) Special Medicine (Rare)
 Bad Kannaa	168	132	2280	Iron Ore (Common) Hubris' Helm (Rare)
 Bagma	120	102	640	Lava Lump (Common) Saffacal (Rare)
 Bag o' Laughs	18	26	11	Cowgal (Common) Strong Medicine (Rare)
 Basanso	6600	2480	59600	Mini Medal (Common) Silver Orb (Rare)
 Batarus	3080	-	32500	Yggdrasil Leaf (Common)
 Barbatos	355	187	3480	Terrible Tattoo (Common) Raging Bull Helm (Rare)
 Berserkwarrior	512	176	5120	Royal Set (Common) Warrior's Sword (Rare)
 Betterfly	14	12	7	Moonrest Bulb (Common) Butterfly Wing (Rare)
 Bahtering Ram	105	100	660	Lambswool (Common) Magic Beast Horn (Rare)
 Beaker	66	78	163	Chimaera Wing (Common) Claga (Rare)
 Bekeke Beeton	136	104	1480	Crimson Coral (Common) Red Tights (Rare)
 Betterfly	37	28	38	Coagulant (Common) Butterfly Wing (Rare)
 Bewarewolf	87	98	255	Magic Beast Hide (Common) Iron Claws (Rare)
 Big Badboon	147	96	420	Magic Beast Hide (Common) Strength Ring (Rare)
 Bird of Terrordise	648	185	5580	Fowl Fat (Common) Flame Shield (Rare)
 Blackrad	356	156	2100	Toad Oil (Common) Poisona (Rare)
 Blight Knight	965	192	7000	Skull Helm (Common) Veteran's Helm (Rare)
 Bling Badger	445	196	5880	Magic Beast Hide (Common) Yggdrasil Leaf (Rare)
 Blobster	33	40	64	Leather Shoes (Common) Wizard's Staff (Rare)
 Blood Mummy	168	100	1200	Gnatsy Bandage (Common) Medisote (Rare)
 Bloody Mangaroi	154	146	1000	Wing of Bat (Common) Terrible Tattoo (Rare)
 Blue Bishop	630	168	4480	Wizard's Hat (Common) Wizard's Robe (Rare)
 Bodkin Archer	17	16	9	Rags Clothes (Common) Leather Hat (Rare)
 Bodkin Bowyer	68	62	112	Leather Hat (Common) Leather Cape (Rare)
 Bodkin Fletcher	36	44	62	Antidotal Herb (Common) Leather Gauntlets (Rare)
 Bombadier	146	144	1300	Reckbomb Chest (Common) Yggdrasil Dew (Rare)
 Boogie Mangaroi	468	149	6200	Wing of Bat (Common) Luxuria (Rare)
 Boppin' Badger	39	30	66	Medicinal Herb (Common) Magic Beast Hide (Rare)
Boss Troll	496	98	2480	Cedum Club (Common) Elixoner Shield (Rare)
Brainy Badboon	150	106	880	Magic Beast Hide (Common) Raging Ruby (Rare)
Brownie	48	32	56	Leather Kilt (Common) Seed of Strength (Rare)
Berserkwarrior	125	149	880	Ice Crystal (Common) Ice Shield (Rare)
Bubble Slime	23	16	24	Antidotal Herb (Common) Elimobap (Rare)
Bull Brahm	66	62	180	Superior Medicine (Common) Saffacal (Rare)
Candanda	468	156	4260	Spangled Dress (Common) Feminity Frock (Rare)
Carnibox	197	210	980	Mini Medal (Common) Gold Bracer (Rare)
Chariot Chappie	66	60	90	Angel Belt (Common) Iron Lance (Rare)
Chamoor	220	162	2460	Magic Armour (Common) Halberd (Rare)
Cheeky Tiki	117	100	660	Fresh Water (Common) Magic Shield (Rare)

Monster	HP	Gold	EXP	Treasure
 Chimaera	75	69	100	Chimaera Wing (Common) Furry Feather (Rare)
 Clawcaver	75	104	212	Kitty Litter (Common) Staff of Sentencing (Rare)
 Claw Hammer	98	126	432	Magic Beast Hide (Common) Tough Guy Tattoo (Rare)
 Clawk	206	197	1980	Sacred Claws (Common) Dragon Mail (Rare)
 Clockwork Cuckoo	27	41	72	Chimaera Wing (Common) Ice Nails (Rare)
 Cobra Cardinal	236	184	2180	Fizzle-resistant Blouse (Common) Elfin Elixir (Rare)
 Corrupt Carter	165	130	1650	Iron Ore (Common) Handrills (Rare)
 Corvus	2700	-	28000	-
 Corvus Dive Kong	4600	-	48000	-
 Cosmic Chimaera	516	178	5200	Brighter Ash (Common) Lucido sheet (Rare)
 Crabber Crabber Dev	112	110	870	Seashell (Common) Poison Moth Knife (Rare)
 Cribil	72	96	226	Tortoiseshell (Common) Crimson Coral (Rare)
 Cruelcumber	10	5	3	Antidotal Herb (Common) Movement Bulb (Rare)
 Cumulus	30	42	82	Tangleweb (Common) Coagulant (Rare)
 Cumulus Rex	796	197	6660	Mistick (Common) Flowing dress (Rare)
 Cumulus Rex	252	144	1400	Thunderball (Common) Lightning Staff (Rare)
 Cumulus Vex	288	176	2300	Thunderball (Common) Seal of Sorcery (Rare)
 Curselime	165	167	1350	Stimedrop (Common) Panacea (Rare)
 Cyber Spider	696	184	6800	Tangleweb (Common) Handrills (Rare)
 Cyclops	355	84	1400	Oaken Club (Common) Fur Vest (Rare)
 Cyclowl	86	79	108	Glass Fit (Common) Agility Ring (Rare)
 Darkmoon Slime	420	150	6880	Stimedrop (Common) Thinking Cap (Rare)
 Dark Skeleton	186	162	1760	Eversloth (Common) Smart Suit (Rare)
 Deadcuda	112	127	790	Ice Mask (Common) Battle Fork (Rare)
 Decamegus	7000	2480	61000	Mini Medal (Common) Purple Orb (Rare)
 Decius	109	110	432	Snakeskin (Common) Wing of Bat (Rare)
 Deckal	230	150	1800	Lanzewood (Common) Platinum (Rare)
 Deckmage	95	90	80	Chimaera Wing (Common) Wing of Bat (Rare)
 Decky	15	10	10	Medicinal Herb (Common) Chimaera Wing (Rare)
 Deckyna	52	74	145	Wing of Bat (Common) Gold Ring (Rare)
 Dragonlord	7500	2480	62600	Mini Medal (Common) Red Orb (Rare)
 Drakolord	520	152	3450	Dragon Scale (Common) Geronigan (Rare)
 Drakolarge	286	187	1800	Dragon Scale (Common) Gold Bar (Rare)
 Drakolord	1414	65	6800	Dragon Scale (Common) Dragon Claws (Rare)
 Drastic Drackal	226	160	1360	Royal Salt (Common) Raging Ruby (Rare)
 Dread Admiral	76	66	950	Butterfly Wing (Common) Coagulant (Rare)
 Dreadful Drackal	240	180	2000	Magic Beast Hide (Common) Magic Beast Horn (Rare)
 Dreamreaper	1680	2680	19000	Sage's Elixir (Common)
 Earthenwarrior	66	66	110	Scale Shield (Common) Soldier's Sword (Rare)
 Elkaid	4300	1395	29500	Star's Salt (Common) Supernatural Specs (Rare)
Equinox	1800	625	18000	Dragon Scale (Common) Dragontail Whip (Rare)
Estark	6500	2480	72600	Mini Medal (Common) Green Orb (Rare)
Excalipur	6800	2107	78000	Fencing Jacket (Common) Tactical Vest (Rare)
Expload	142	140	522	Toad Oil (Common) Bow Tie (Rare)
Fireprint	14	15	12	Holy Water (Common) Magic Wand (Rare)
Fish Fossil	366	172	3200	Ice Crystal (Common) Reset Stone (Rare)
Flamid Greyman	480	146	4700	Backbomb Shard (Common) Hephaestus' Flame (Rare)
Flydice	70	76	106	Snakeskin (Common) Wing of Bat (Rare)
Fondeye	5200	1995	68000	Sage's Elixir (Common) Mamma's Mitre (Rare)
Freaky Tiki	696	186	9100	Terrible Tattoo (Common) Boss Shield (Rare)
Freezing Fog	130	130	1360	Ice Crystal (Common) Sage's Elixir (Rare)

Monster	HP	Gold	EXP	Treasure
 Fright Knight	226	180	2180	Sword Breaker [Common] Dark Shield [Rare]
 Fungloid	22	26	35	Medicinal Herb [Common] Sleeping Hibiscus [Rare]
 Gadzooga	2000	3080	12500	Ethereal Stone [Common]
 Garth Doyle	206	1260	4134	Terrible Tattoo [Common]
 Gastropog	29	38	45	Antidotal Herb [Common] Toad Oil [Rare]
 Gem Jamboree	5	1120	980	Obsidian Gold Piece [Common] Gold Bar [Rare]
 Gem Slime	20	10888	6000	Gold Bar [Common] Orichalcum [Rare]
 Gene Sargent	155	96	1380	Prayer Ring [Common] Saint's Ashes [Rare]
 Genthaum	708	86	8600	Filletstone [Common] Execution [Rare]
 Ghoul	152	124	780	Manky Mud [Common] Tough Guy Tattoo [Rare]
 Goby Gastropog	90	100	680	Toad Oil [Common] Silver Bracelets [Rare]
 Gigantes	640	170	3200	Strength Ring [Common] Ace of Clubs [Rare]
 Gloomy Gastropog	144	110	1400	Toad Oil [Common] Spiked Armour [Rare]
 Gnotaxed	698	172	8200	Horse Manure [Common] Friendly Fair [Rare]
 Gold Golem	250	685	414	Gold Ring [Common] Grecian Gold Piece [Rare]
 Golem	300	174	1700	Filletstone [Common] Mythril Ore [Rare]
 Goodybag	126	336	620	Brighton Rock [Common] Fire Pearl [Rare]
 Goreborn Hogg	2470	3680	17600	Tough Guy Tattoo [Common] Gendarme [Rare]
 Goreslop Pymis	2306	4680	20000	Fizzle Fist [Common] Agility Ring [Rare]
 Grammye Grafton	215	145	1310	Wing of Bat [Common] Safety Shoes [Rare]
 Grand Lizzard	1276	1780	6200	Dragon Scale [Common]
 Great Grafton	160	126	1180	Wing of Bat [Common] Fur Poncho [Rare]
 Great Troll	768	78	3600	Special Medicine [Common] Marauder's Mail [Rare]
 Green Dragon	246	120	2200	Emerald Moss [Common] Dragon Scale [Rare]
 Greypool	2260	-	16600	Dragon Scale [Common]
 Greypool [Devil Kane]	7400	2382	60000	Yggdrasil Leaf [Common] Orichalcum [Rare]
 Grim Grinner	110	116	780	Cautery Sword [Common] Magic Shield [Rare]
 Grim Reaper	606	166	5000	Monster's Militaria [Common] Blessed Boots [Rare]
 Grinade	75	68	286	Rockbomb Shard [Common] Flintstone [Rare]
 Gringole	636	170	6840	Revenock [Common] Malistix [Rare]
 Gruffin	136	136	640	Wing of Bat [Common] Terrible Tattoo [Rare]
 Gum Shield	80	180	226	Light Shield [Common] Ice Broadsword [Rare]
 Hammerhead	20	28	20	Leather Kilt [Common] Cahow Club [Rare]
 Hammer Horror	874	146	6400	Heavy Handwear [Common] Cobra Claws [Rare]
 Hammittoe	6000	1822	60000	Aggressence [Common] Warlord's Armour [Rare]
 Handsome Crab	121	156	1350	Revenock [Common] Deadly Nightblade [Rare]
 Hanmoa	145	120	1300	Silver Mail [Common] Iron Mask [Rare]
 Healoline	30	32	95	Medicinal Herb [Common] Stimstrap [Rare]
 Hell Nina	126	188	960	Cragulant [Common] Flame Shield [Rare]
 Helly Gatekeeper	906	96	6200	Hades' Helm [Common] Hera's Hairdress [Rare]
Hexagram	59	180	175	Magic Beast Hide [Common]
Hocus Chimaera	80	136	288	Chimaera Wing [Common] Prayer Ring [Rare]
Hostingham-Gore	1664	4080	16800	Dagon's Elixir [Common] Malistix [Rare]
Hunter Mack	96	144	460	Iron Ore [Common] Hunter's Bow [Rare]
Lickfire	140	172	1050	Scale Armour [Common] Crow's Claws [Rare]
Infernal Armour	126	160	660	Cautery Sword [Common] Silver Mail [Rare]
Jinkster	60	68	127	Magic Water [Common] Pointy Hat [Rare]
Killing Machine	162	160	1660	Iron Nails [Common] Seed of Agility [Rare]
King Crab	270	146	2600	Sleeping Hibiscus [Common] Poison Moth Knife [Rare]
King Cuposlime	256	174	3030	Stimstrap [Common] Slime Crown [Rare]
King Godfrey	4875	4780	42000	Ruby of Protection [Common]

Monster	HP	Gold	EXP	Treasure
 King Dodwyn	1970	-	-	-
 King Dodwyn (2nd form)	3250	8000	28500	Sceptre of Gilt (Common)
 King Slime	245	164	800	Slimedrop (Common) Slime Crown (Rare)
 Kraeckopus	75	64	162	Magic beast Hide (Common) Crimson Coral (Rare)
 Lacerastheans	1562	2000	6350	Enchanted Stone (Common)
 Lively Lamkin	36	28	42	Mourwort Bulb (Common) Strong Medicine (Rare)
 Lowry Lost	36	54	88	Leather Shield (Common) Bronze Shield (Rare)
 Legeonnaire	89	100	415	Gold Rosary (Common) Iron Curtain (Rare)
 Lethal Armour	154	164	1600	Magic Armour (Common) Sword of Defence (Rare)
 Liquid Metal Slime	8	40	40300	Agility Ring (Common) Depressing Shoes (Rare)
 Live Lava	165	110	1620	Lava Lump (Common) Magma Staff (Rare)
 Living Statue	236	172	1920	Flintstone (Common) Resurrock (Rare)
 Llamathan	1256	980	4154	Emerald Moon (Common) Celestial Stairs (Rare)
 Lost Soul	686	40	96	Holy Water (Common) Angel Doll (Rare)
 Lunatick	36	32	70	Leather Whip (Common) Magic Water (Rare)
 Mad Mask	126	120	368	Royal Salt (Common) Flintstone (Rare)
 Magmadice	200	160	2000	Lava Lump (Common) Hephaestus' Flame (Rare)
 Magus	60	60	90	Wizard's Staff (Common) Magic Water (Rare)
 Malark	7600	2480	64600	Mini Medal (Common) Red Orb (Rare)
 Mandrake Major	107	126	510	Dragon Scale (Common) Heavy Armour (Rare)
 Mandrake Marauder	172	124	1760	Dragon Scale (Common) Bandit Blade (Rare)
 Mandrake Marshal	222	140	2200	Dragon Scale (Common) Dragonbane (Rare)
 Mandrake Monarch	736	167	6000	Dragon Scale (Common) Vanessa's Helm (Rare)
 Mangami	108	126	417	Wing of Bat (Common) Terrible Tattoo (Rare)
 Man o' War	70	72	200	Mourwort Bulb (Common) Softwort (Rare)
 Master Mosaffer	1056	176	7600	Magic Beast Hide (Common) Raging Ruby (Rare)
 Master of Nu'un	736	780	2064	Lava Lump (Common)
 Mean Spirit	85	68	99	Silk Robe (Common) Pointy Hat (Rare)
 Mecha-Mynah	6	20	12	Chimaera Wing (Common) Feather Fan (Rare)
 Medullina	82	110	305	Strong Medicine (Common) Slimedrop (Rare)
 Mega Moai	180	144	2100	Mirrorstone (Common) Tough Guy Tattoo (Rare)
 Metaglician	29	28	40	Oak Staff (Common) Silk Robe (Rare)
 Metal King Slime	16	60	12040	Slime Crown (Common) Orichalcum (Rare)
 Metal Medley	6	60	12280	Slimedrop (Common) Mythril Ore (Rare)
 Metal Slime	4	20	4095	Strong medicine (Common) Seed of Life (Rare)
 Metal Slime Knight	46	92	305	Light Shield (Common) Iron Helmet (Rare)
 Mimic	627	315	4120	Mini Medal (Common) Gold Rosary (Rare)
 Mini Minstrel	510	103	5880	Harpsicious (Common) Witch's Hat (Rare)
 Micrafter	156	152	1240	Magic Beast Hide (Common) Seed of Life (Rare)
 Mimag	856	380	1800	High Heels (Common)
Mopbean Mushroom	60	46	75	Bottle cap (Common) Fishcap (Rare)
Mortamor	6800	2480	67600	Mini Medal (Common) Yellow Orb (Rare)
Mortoad	140	90	200	Toad Oil (Common) Murky Mud (Rare)
Mortuken	120	98	108	Cowpat (Common) Mystifying Mixture (Rare)
Mummy	130	96	495	Grubby Bandage (Common) Maloste (Rare)
Mummy Boy	91	60	105	Grubby Bandage (Common) Turban (Rare)
Murdaw	6750	2480	68600	Mini Medal (Common) Yellow Orb (Rare)
Mushroom Mage	87	70	144	Bottle Cap (Common) Fishcap (Rare)
Nemean	2600	967	16000	White Tights (Common) Fire Claws (Rare)
Night Knight	256	182	2880	Dark Shield (Common) Skull Helm (Rare)
Nimzo	7600	2480	64600	Mini Medal (Common) Blue Orb (Rare)

Monster	HP	Gold	EXP	Treasure
 Nadyph	6600	6120	49800	Dragon Scale (Common)
 Nokturnyo	6260	2490	74600	Mini Medal (Common)
 Octagaze	622	110	4620	Magic Beast Hide (Common) Platinum Ore (Rare)
 Orgodemir	6000	2490	69800	Mini Medal (Common) Blue Orb (Rare)
 Palu Whale	1466	126	7680	Superior Medicine (Common) Wizard's Hat (Rare)
 Pandora's Box	666	600	5980	Mini Medal (Common) Gold Bar (Rare)
 Parched Packerel	101	100	485	Kitty Litter (Common) Glass Pot (Rare)
 Packerel	107	132	580	Strong Antidote (Common) Poison Needle (Rare)
 Pink Sanguini	66	112	296	Movement Bulb (Common) Nectar (Rare)
 Platinum King Jewel	30	1000	34000	Platinum Ore (Common) Seed of Skill (Rare)
 Power Hammer	110	166	460	Glass Pot (Common) Kitty Litter (Rare)
 Prime Slime	914	170	6680	Valkyrie Sword (Common) Falcon Blade (Rare)
 Prism Peacock	246	168	2380	Luvaira (Common) Tri-tastic Tiara (Rare)
 Prism	7600	2490	69600	Mini Medal (Common) Green Orb (Rare)
 Pumrollgloter	96	126	423	Kitty Litter (Common) Sticky Stuff (Rare)
 Python Priest	136	164	980	Watersoul Wand (Common) Fizzle-wisdom Subrare
 Ragged Reaper	34	20	98	Evencloth (Common) Linen Dress (Rare)
 Ragin' Contagion	696	600	2296	Royal Gel (Common)
 Rampage	100	114	223	Lambswool (Common) Magic Beast Hide (Rare)
 Ram Raider	67	80	78	Sleeping Hibiscus (Common) Lambswool (Rare)
 Rankseek	1124	36	6680	Dragon Scale (Common) Blighten Rock (Rare)
 Raving Lunatick	66	90	310	Thorn Whip (Common) Strong Antidote (Rare)
 Raving Reaper	134	138	1060	Thief's Turban (Common) Assassin's Dagger (Rare)
 Red Dragon	326	96	3080	Dragon Scale (Common) Dragon Claws (Rare)
 Restless Armour	100	120	324	Iron Breastward (Common) Iron Armour (Rare)
 Rhyphorne	6920	2490	69600	Mini Medal (Common) Purple Orb (Rare)
 Rokkie	102	156	540	Dragon Scale (Common) Rokkie Claws (Rare)
 Roka-Roka	76	90	580	Iron Ore (Common) Hacchiki (Rare)
 Rockbomb	100	96	700	Rockbomb Shard (Common) Hephaestus' Flame (Rare)
 Roper	5000	3750	42500	Magic Beast Hide (Common)
 Sachopatch	16	8	6	Antidotal Herb (Common) Bezer Shorts (Rare)
 Sail Serpent	148	114	650	Snakeskin (Common) Snakeskin Whip (Rare)
 Salamander	80	74	171	Emerald Mace (Common) Iron Shield (Rare)
 Scarewolf	102	126	325	Magic Beast Hide (Common) Sacred Claws (Rare)
 Scarlet Fever	143	115	5680	Lava Lump (Common) Fire Blade (Rare)
 Scourgetia	96	130	600	Rockbomb Shard (Common) Long Spear (Rare)
 Sculptrice	145	178	930	Galeanbird Gota (Common) Saint's Ashes (Rare)
 Sculpture Vulture	153	180	1320	Harpoccious (Common) Rimarrick (Rare)
 Seaseer	304	160	1660	Dragon Scale (Common) Magic Beast Horn (Rare)
 Sepiere	1127	67	7080	Saint's Ashes (Common) Cobra Fan (Rare)
Skarian	90	134	290	Magical Robes (Common) Ultrasuave Mittens (Rare)
Sko-Slime	19	22	28	Medicinal Herb (Common) Slimedrip (Rare)
Sheery Shuddery	81	90	680	Ice Crystal (Common) Nonpoicious (Rare)
Shockspur	76	144	376	Magic Beast Horn (Common) Iron Nails (Rare)
Shogum	3920	1110	19600	Platinum Headgear (Common) Miracle Sword (Rare)
Sick Tripsfour	490	196	3680	Horse Manure (Common) Parkour (Rare)
Sir Siegbrand	5200	1537	40000	Crimson Boots (Common) Sacred Armour (Rare)
Skeleton	42	60	91	Cotton Gloves (Common) Copper Sword (Rare)
Skeleton Soldier	146	149	1150	Chain Mail (Common) Platinum Sword (Rare)
Slime	8	4	2	Medicinal Herb (Common) Slimedrop (Rare)
Slime Knight	80	74	127	Slimedrop (Common) Iron Breastward (Rare)

Monster	HP	Gold	EXP	Treasure
 Slime Stack	177	137	347	Slimedrop (Common) Slime warmpic (Rare)
 Skeleteal	6280	164	8200	Fabian Blade (Common) Failure Regalia (Rare)
 Slugger	64	47	64	Medicinal Herb (Common) Guard-Goat (Rare)
 Slaggerwar	116	100	720	Cloak of Evasion (Common) Starlet Sandals (Rare)
 Slaggerwar	116	140	4000	Heavy Hardwear (Common) Exotic Boots (Rare)
 Slugly Betzy	1477	199	5500	Waterproof Hood (Common) Nomadic Dell (Rare)
 Sickleslime	138	172	1000	Medicinal Herb (Common) Slimedrop (Rare)
 Sorcerer	96	130	686	Magical Robes (Common) Seed of Magic (Rare)
 Spacchila	126	112	300	Seaskull (Common) Crimzon Cord (Rare)
 Spirit	20	24	16	Holy Water (Common) Silk Robe (Rare)
 Splatterhorn	134	122	980	Magic Beast Hide (Common) Magic Beast Hide (Rare)
 Stale Whale	1244	84	9700	Glass Frit (Common) Talent (Rare)
 Stanchotsin	160	122	1300	Meaky Mud (Common) Partisan (Rare)
 Stone Golem	166	126	400	Flintstone (Common) Resurrock (Rare)
 Stone Guardian	255	192	2040	Resurrock (Common) Rosal stone (Rare)
 Swisscross	120	102	670	Magic Beast Hide (Common) Cowpat (Rare)
 Tartarmount	1066	167	4600	Horse Weave (Common) Friendly Fan (Rare)
 Teddy Mack	98	117	900	Hardwood Headwear (Common) Ice shield (Rare)
 Teenvil	136	140	730	Magic Beast Hide (Common) Cloak of Evasion (Rare)
 Teeny Sanguis	13	7	4	Medicinal Herb (Common) Holy Water (Rare)
 Tetrahawk	146	132	1000	Lava Lump (Common) Fowl Fan (Rare)
 Tetra Troll	1176	90	4000	Royal Silk (Common) Rogues's Robes (Rare)
 Toxic Zombie	160	100	270	Meaky Mud (Common) Doctor Shirt (Rare)
 Triuminator	4000	1252	20000	Handrix (Common) Pro's Axe (Rare)
 Treelice	96	102	316	Strong Medicine (Common) Strong Adelaide (Rare)
 Treevil	111	106	600	Superior Medicine (Common) Cowpatzel (Rare)
 Tigerlaux	128	136	360	Magic Beast Hide (Common) Holy Lance (Rare)
 Troll	413	82	1000	Dalian Club (Common) Seed of Strength (Rare)
 Tyrannosaura Wrecks	5000	5000	40000	Raging Ruby (Common)
 Tyrannosaura Wrecks	7000	2250	75000	Nanoscraps (Common) Gold Bar (Rare)
 Tyrantula	1000	1500	5231	Tanglewebs (Common)
 Uncommon Gold	907	104	8200	Ice Crystal (Common) Ice's Orb (Rare)
 Vermil Lion	1370	200	8120	Beast Claws (Common) Diana Dress (Rare)
 Void Devil	1325	166	7800	Mythril Ore (Common) Bowling Elysia (Rare)
 Walking Corpse	105	66	155	Meaky Mud (Common) Strength Ring (Rare)
 Weaken Beaker	78	60	206	Fluey Feather (Common) Crow's Claws (Rare)
 Wiery Orb	144	132	1000	Agility Ring (Common) Pretty Dolly (Rare)
 White Trapdoor	128	167	940	Horse weave (Common) Seed of defiance (Rare)
 Widow's Pope	900	699	6000	Tangleweb (Common) Rogue's Robes (Rare)
 Wight Engineer	488	195	5200	Mine (Common) Sapcite (Rare)
Wight King	198	165	1600	Pinstench Poulain (Common) Seed of Thereapeutic (Rare)
Wight Knight	296	200	900	Iron Gauntlets (Common)
Wight Priest	126	147	940	Gold Rosary (Common) Acolyte Robe (Rare)
Whirlstar	18	25	22	Cotton Trousers (Common) Oak Staff (Rare)
Wishmaster	663	75	6000	Dominion (Common) Holy Fervor (Rare)
Wonder Wyrdo	400	90	1040	Turtleshield (Common) Dragon Shield (Rare)
Wooper Trooper	36	32	40	Pot Lid (Common) Soldier's Sword (Rare)
Wyrdo	105	115	600	Turtleshield (Common) Dragon Scale (Rare)
Wyrdoss	215	188	2600	Turtleshield (Common) Dragon Scale (Rare)
Xian	4200	4200	99000	Aggressence (Common)
Zorna	9080	2660	70000	Mini Medal (Common) Silver Orb (Rare)
Zumeonix	212	104	212	Strong Medicine (Common) Long Spear (Rare)

This was the first title from the main Dragon Quest series to be originally released on a handheld system.

Square Enix briefly considered making this an action/adventure RPG like Zelda, instead of the classic turn based battles. They quickly changed their minds knowing it would cause an outrage among fans, and kept the turn base battles that have been used since the start of the series.

The letter "T" in the North American Dragon Quest logo was changed from a sword to just a "T" at the request of Nintendo.

None of the characters in your party have any storyline. You pick them all up at the same time, and select their name and sex, similar to Dragon Warrior 3.

You are able to see monsters on the map in the fields, dungeons, etc before they attack. Weaker monsters may avoid you, but stronger ones will usually chase you down for battle.

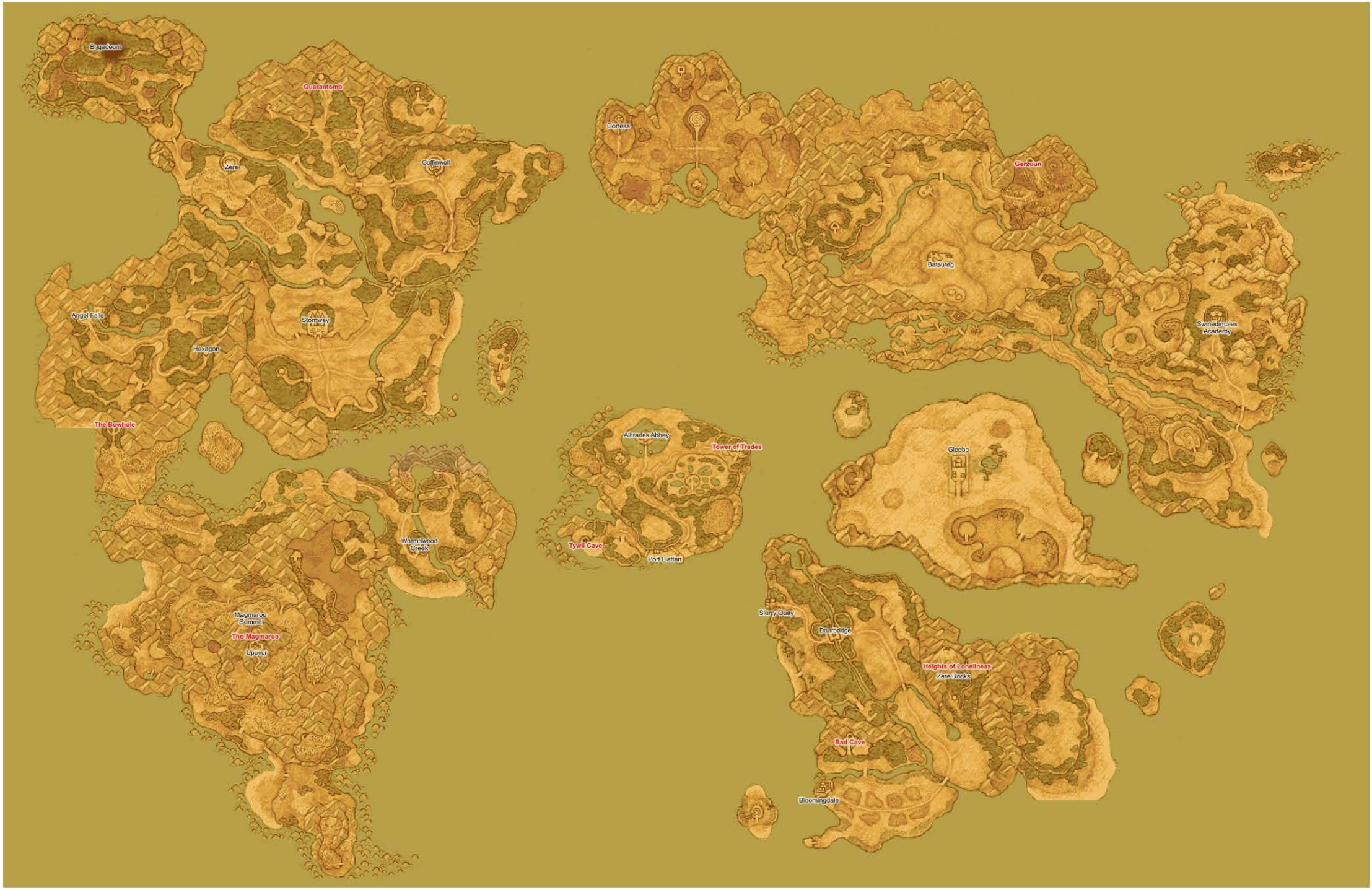
Was the first major multiplayer and co-op mode game of the series.

You select how long you want to play the game. You can just do the main storyline with no sidequests for a shorter adventure, or you can choose as many sidequests as you like which can extend the game to more than double the time.

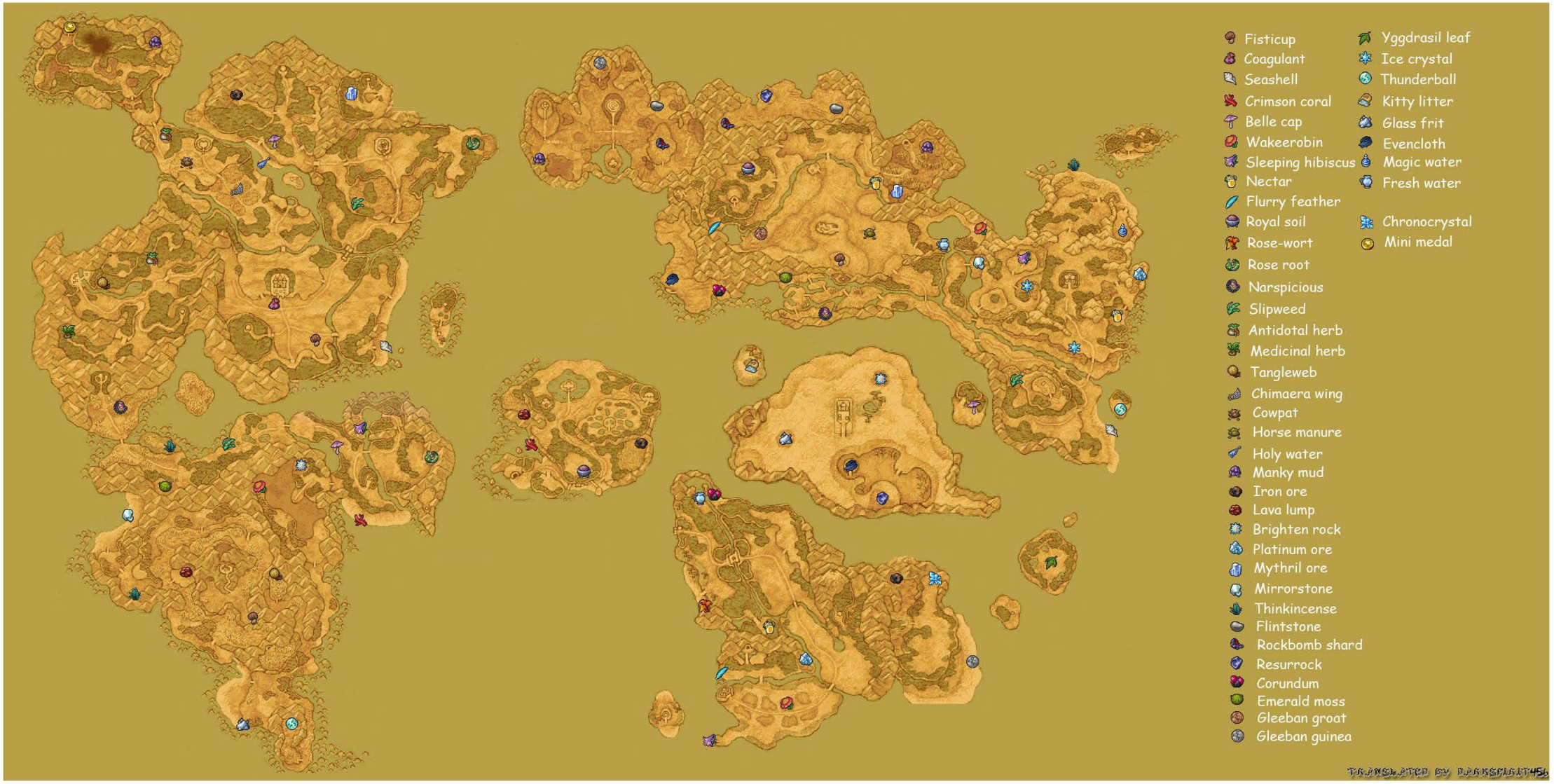
Many of the Treasure Chests, Pots, Barrels, etc replenish themselves and will have treasure again if you check them later on.

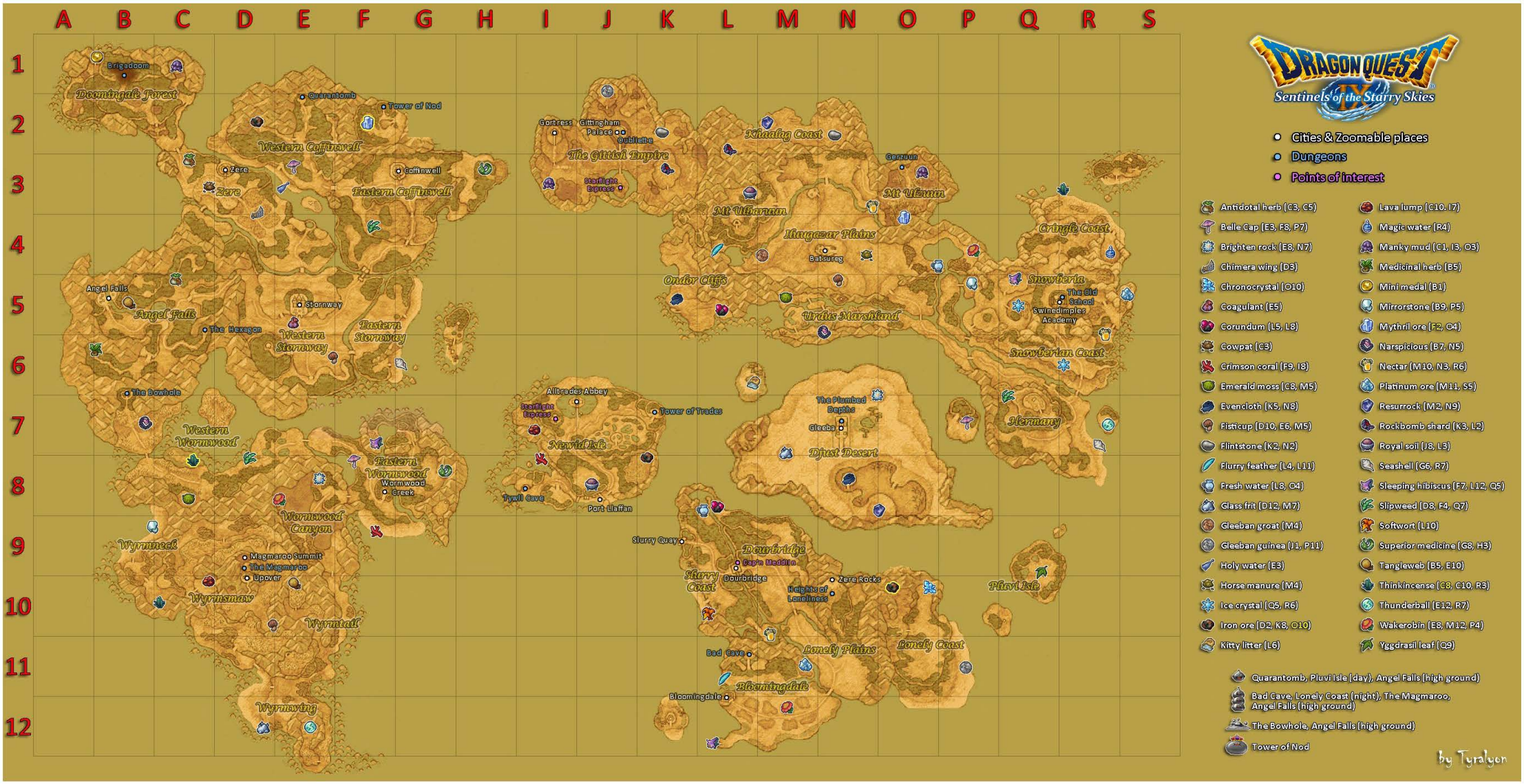
This game was heavily promoted upon its release, it was given a wide variety of advertising and commercials. In return its sales surpassed any Dragon Quest title released prior.

This game marked the return of many of the main bosses from previous Dragon Quest titles including Zoma, Baramos, Psaro, and the Dragonlord. They are all located in various Grottos.


Brigadoom
Quarantomb
Zere
Coffinwell
Gortess
Gerzuun
Batsureg
Angel Falls
Stormway
Hexagon
Swinedimples Academy
The Bowhole
Alltrades Abbey
Tower of Trades
Gleeba
Wormdwood Creek
Tywil Cave
Port Llaffan
Slurry Quay
Dourbridge
Magmaroo Summit
The Magmaroo
Upover
Heights of Loneliness
Zere Rocks
Bad Cave
Bloomingdale


Mini-Medal
Brigadoom
Manky Mud
Quarantomb
Tower of Nod
Iron Ore
Mythril Ore
Antidotal Herb
Zeze
Belle Cap
Coffinwell
Superior Medicine
Cowpat
Holy Water
Chimaera Wing
Slipweed
Antidotal Herb
Angel Falls
Tangleweb
Stormway
Hexagon
Coagulant
Medicinal Herb
Fisticup
Seashell
The Bowhole
Narspicious
Thinkincense
Slipweed
Sleeping Hibiscus
Belle Cap
Brighten Rock
Superior Medicine
Wormwood Creek
Emerald Moss
Wakerobin
Mirrorstone
Crimson Coral
Magmaroo Summit
The Magmaroo
Lava Lump
Upover
Tangleweb
Thinkincense
Fisticup
Glass Frit
Thunderball
Gleebam Gulnea
Gortess
Flintstone
Resurrock
Flintstone
Rockbomb Shard
Rockbomb Shard
Manky Mud
Gerzuun
Manky Mud
Royal Soil
Nectar
Mythril Ore
Thinkincense
Flurry Feather
Gleebam Groat
Batsureg
Horse Manure
Wakerobin
Magic Water
Fresh Water
Fisticup
Mirrorstone
Sleeping Hibiscus
Platinum Ore
Evancloth
Emerald Moss
Ice Crystal
Swinedimples Academy
Corundum
Narspicious
Nectar
Ice Crystal
Kitty Litter
Brighten Rock
Slipweed
Alltrades Abbey
Tower of Trades
Gleeba
Belle Cap
Thunderball
Lava Lump
Glass Frit
Seashell
Crimson Coral
Iron Ore
Evancloth
Tywil Cave
Royal Soil
Port Llaffan
Resurrock
Corundum
Fresh Water
Slurry Quay
Dourbridge
Yggdrasil Leaf
Heights of Loneliness
Zere Rocks
Iron Ore
Chronocrystal
Rose-wort
Nectar
Bad Cave
Platinum Ore
Gleebam Gulnea
Flurry Feather
Bloomingdale
Wakerobin
Sleeping Hibiscus


Fisticup
Coagulant
Seashell
Crimson coral
Belle cap
Wakeerobin
Sleeping hibiscus
Nectar
Flurry feather
Royal soil
Rose-wort
Rose root
Narspicious
Slipweed
Antidotal herb
Medicinal herb
Tangleweb
Chimaera wing
Cowpat
Horse manure
Holy water
Manky mud
Iron ore
Lava lump
Brighten rock
Platinum ore
Mythril ore
Mirrorstone
Thinkincense
Flintstone
Rockbomb shard
Resurrock
Corundum
Emerald moss
Gleeban groat
Gleeban guinea
Yggdrasil leaf
Ice crystal
Thunderball
Kitty litter
Glass frit
Evencloth
Magic water
Fresh water
Chronocrystal
Mini medal
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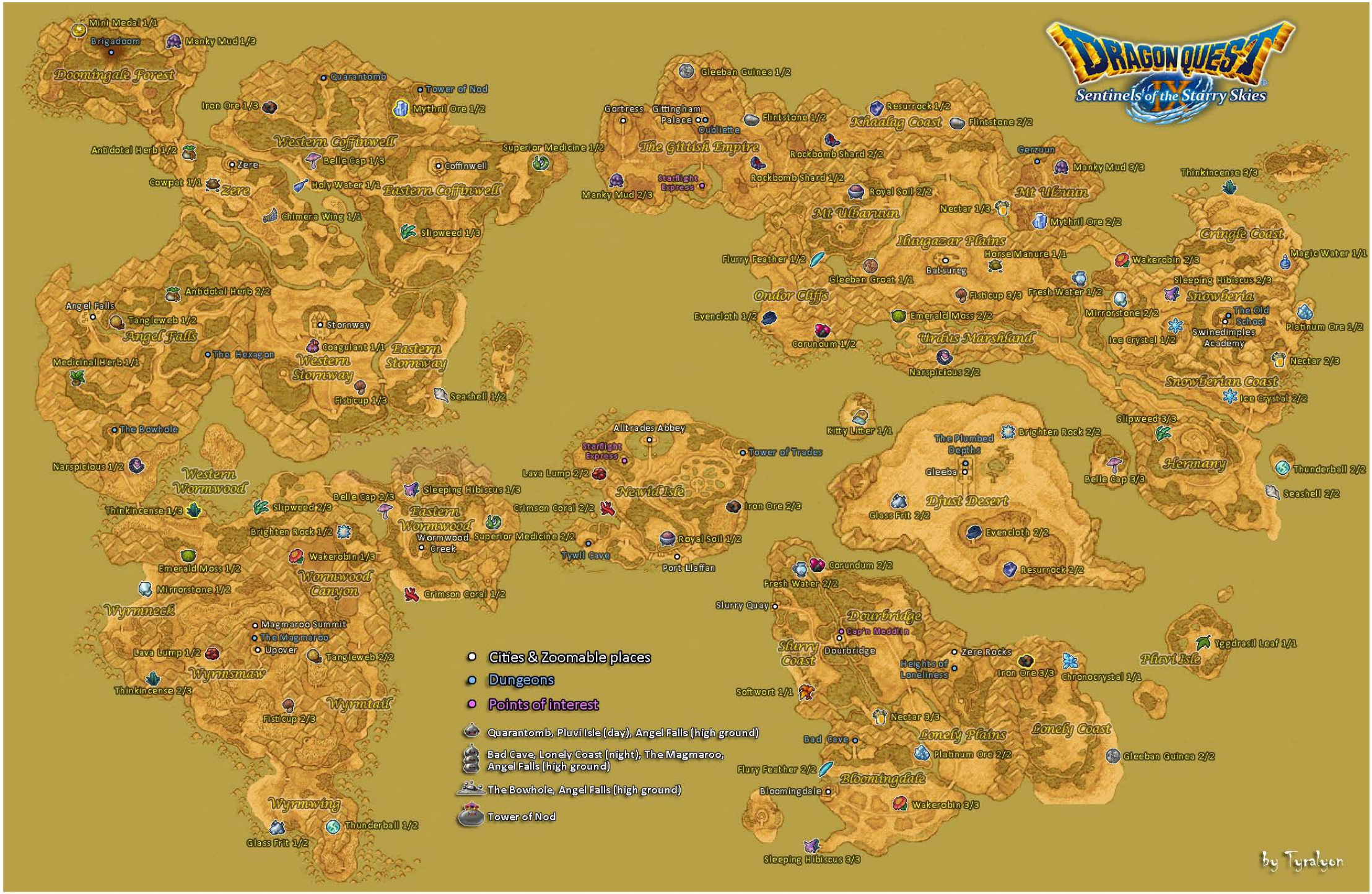
DRAGON QUEST XI
Sentinels of the Starry Skies

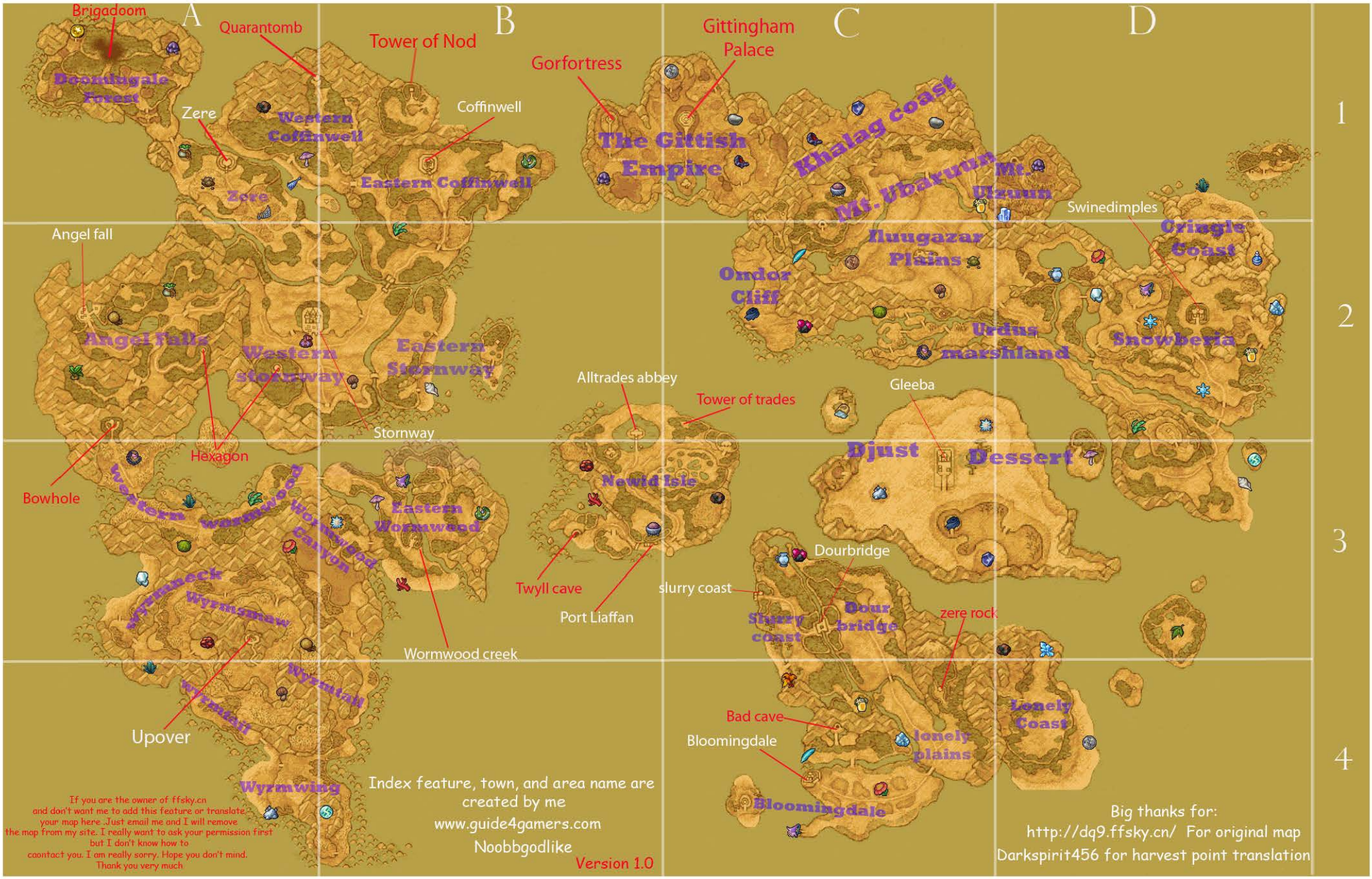
- Cities & Zoomable places
- Dungeons
- Points of interest

- Antidotal herb (C3, C5)
- Belle Cap (E3, F8, P7)
- Brighten rock (E8, N7)
- Chimera wing (D3)
- Chronocrystal (O10)
- Coagulant (E5)
- Corundum (L5, L8)
- Cowpat (C3)
- Crimson coral (F9, I8)
- Emerald moss (C8, M5)
- Evencloth (K5, N8)
- Fisticup (D10, E6, M5)
- Flintstone (K2, N2)
- Flurry feather (L4, L11)
- Fresh water (L8, O4)
- Glass frit (D12, M7)
- Gleeban groat (M4)
- Gleeban guinea (J1, P11)
- Holy water (E3)
- Horse manure (M4)
- Ice crystal (Q5, R6)
- Iron ore (D2, K8, O10)
- Kitty litter (L6)
- Lava lump (C10, I7)
- Magic water (R4)
- Manky mud (C1, I3, O3)
- Medicinal herb (B5)
- Mini medal (B1)
- Mirrorstone (B9, P5)
- Mythril ore (F2, O4)
- Narspicious (B7, N5)
- Nectar (M10, N3, R6)
- Platinum ore (M11, S5)
- Resurrock (M2, N9)
- Rockbomb shard (K3, L2)
- Royal soil (I8, L3)
- Seashell (G6, R7)
- Sleeping hibiscus (F7, L12, Q5)
- Slipweed (D8, F4, Q7)
- Softwort (L10)
- Superior medicine (G8, H3)
- Tangleweb (B5, E10)
- Thinkincense (C8, C10, R3)
- Thunderball (E12, R7)
- Wakerobin (E8, M12, P4)
- Yggdrasil leaf (O9)

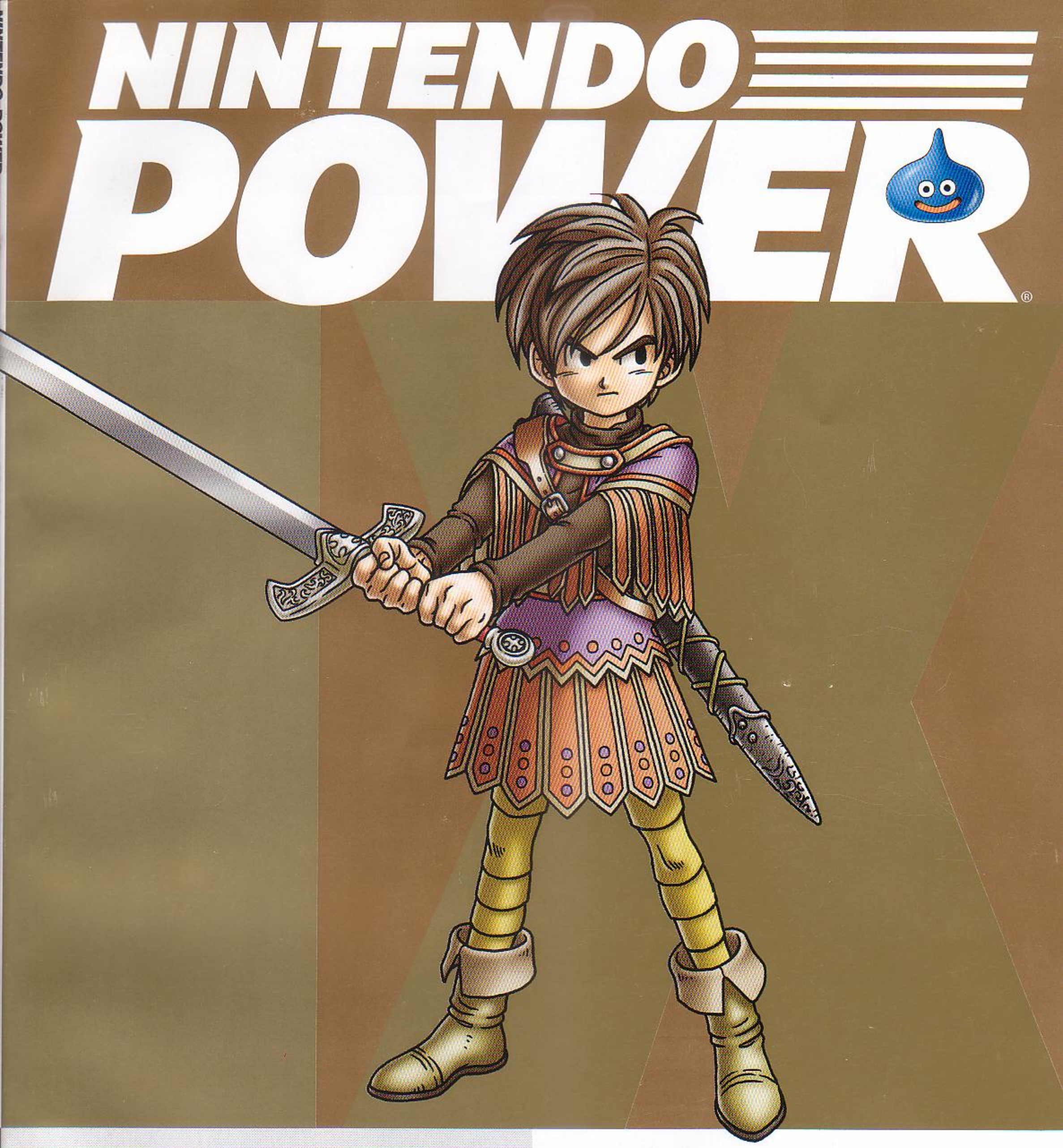
Quarantomb, Pluvi Isle (day), Angel Falls (high ground)
Bad Cave, Lonely Coast (night), The Magmaroo, Angel Falls (high ground)
The Bowhole, Angel Falls (high ground)
Tower of Nod

by Tyralyon


Mini Medal 1/1
Brigadoom
Manky Mud 1/3
Doomingale Forest
Quarantomb
Tower of Nod
Iron Ore 1/3
Mythril Ore 1/2
Western Coffinwell
Antidotal Herb 1/2
Zere
Belle Cap 1/3
Coffinwell
Superior Medicine 1/2
Cowpat 1/1
Zere
Holy Water 1/1
Eastern Coffinwell
Chimera Wing 1/1
Slipweed 1/3
Antidotal Herb 2/2
Angel Falls
Tangleweb 1/2
Angel Falls
Stornway
Coagulant 1/1
The Hexagon
Western Stornway
Eastern Stornway
Medicinal Herb 1/1
Fisticup 1/3
Seashell 1/2
The Bowhole
Narspicious 1/2
Western Wormwood
Thinkincense 1/3
Slipweed 2/3
Belle Cap 2/3
Sleeping Hibiscus 1/3
Brighten Rock 1/2
Wormwood Creek
Superior Medicine 2/2
Wakerobin 1/3
Emerald Moss 1/2
Wormwood Canyon
Mirrorstone 1/2
Grimson Coral 1/2
Wyrmneck
Magmaroo Summit
The Magmaroo
Upover
Lava Lump 1/2
Tangleweb 2/2
Wyrmsmaw
Thinkincense 2/3
Fisticup 2/3
Wyrmtail
Wyrmwing
Thunderball 1/2
Glass Frit 1/2
Gleeban Guinea 1/2
Gortress
Gittingham Palace
Oubliette
Flintstone 1/2
Resurrock 1/2
Khaalag Coast
Flintstone 2/2
The Gittish Empire
Rockbomb Shard 2/2
Rockbomb Shard 1/2
Manky Mud 2/3
Starlight Express
Royal Soil 2/2
Gerzuun
Manky Mud 3/3
Mt Ulbaruun
Nectar 1/3
Mythril Ore 2/2
Mt Ulzuun
Thinkincense 3/3
Hinugazar Plains
Flurry Feather 1/2
Horse Manure 1/1
Batsureg
Gleeban Groat 1/1
Wakerobin 2/3
Magic Water 1/1
Cringle Coast
Sleeping Hibiscus 2/3
Ondor Cliffs
Fisticup 3/3
Fresh Water 1/2
Snowberia
Evencloth 1/2
Emerald Moss 2/2
Mirrorstone 2/2
The Old School
Swinedimples Academy
Platinum Ore 1/2
Corundum 1/2
Urdus Marshland
Ice Crystal 1/2
Narspicious 2/2
Nectar 2/3
SnowBerian Coast
Ice Crystal 2/2
Slipweed 3/3
Kitty Litter 1/1
Brighten Rock 2/2
The Plumbed Depths
Gleeba
Hermany
Thunderball 2/2
Belle Cap 3/3
Seashell 2/2
Djust Desert
Glass Frit 2/2
Evencloth 2/2
Resurrock 2/2
Alltrades Abbey
Starlight Express
Tower of Trades
Lava Lump 2/2
NewidIsle
Iron Ore 2/3
Crimson Coral 2/2
Royal Soil 1/2
Tywll Cave
Port Llaffan
Corundum 2/2
Fresh Water 2/2
Slurry Quay
Dourbridge
Cap'n Meddlin
Dourbridge
Slurry Coast
Zere Rocks
Heights of Loneliness
Iron Ore 3/3
Chronocrystal 1/1
Yggdrasil Leaf 1/1
Pluvi Isle
Softwort 1/1
Nectar 3/3
Lonely Plains
Lonely Coast
Bad Cave
Platinum Ore 2/2
Gleeban Guinea 2/2
Flury Feather 2/2
Bloomingdale
Bloomingdale
Wakerobin 3/3
Sleeping Hibiscus 3/3
Cities & Zoomable places
Dungeons
Points of interest
Quarantomb, Pluvi Isle (day), Angel Falls (high ground)
Bad Cave, Lonely Coast (night), The Magmaroo, Angel Falls (high ground)
The Bowhole, Angel Falls (high ground)
Tower of Nod
DRAGON QUEST IX
Sentinels of the Starry Skies
by Tyralyon


A
B
C
D
1
2
3
4
Brigadoom
Quarantomb
Tower of Nod
Gittingham Palace
Gorfortress
Doomdugale Forest
Zere
Western Coffinwell
Coffinwell
Eastern Coffinwell
Zere
The Gittish Empire
Khalag coast
Mt. Ubaruun
Mt. Uizuun
Swinedimples
Cringle Coast
Angel fall
Ruugazar Plains
Ondor Cliff
Angel falls
Western stornway
Eastern Stornway
Urdus marshland
Snowberia
Alltrades abbey
Tower of trades
Gleeba
Stornway
Hexagon
Djust
Dessert
Bowhole
Newid Isle
Western Wormwood
Eastern Wormwood
Dourbridge
Twyll cave
slurry coast
Port Liaffan
Slurry coast
Dour bridge
zere rock
Wormwood creek
Wyrmneck
Wyrmsnaw
Wyrmtail
Wyrmtail
Upover
Bad cave
Bloomingdale
lonely plains
Lonely Coast
Bloomingdale
Wyrmwing
Index feature, town, and area name are created by me
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Version 1.0
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Big thanks for:
http://dq9.ffsky.cn/ For original map
Darkspirit456 for harvest point translation

NINTENDO POWER®



Dragon Quest IX: Sentinels of the Starry Skies • Epic Mickey • Final Fantasy: The 4 Heroes of Light • Okamiden • Super Scribblenauts • Driver San Francisco

257

AUGUST 2010

SUBSCRIBER EDITION

Dragon Quest IX: Sentinels of the Starry Skies

CHARACTER VOCATIONS



Mage: Female



Mage: Male



Martial Artist: Female



Martial Artist: Male



Minstrel: Female



Minstrel: Male



Priest: Female



Priest: Male



Thief: Female



Thief: Male



Warrior: Female



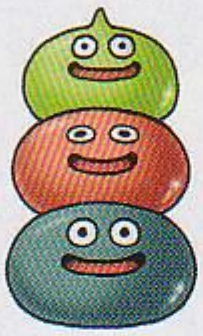
Warrior: Male

Dragon Quest IX: Sentinels of the Starry Skies

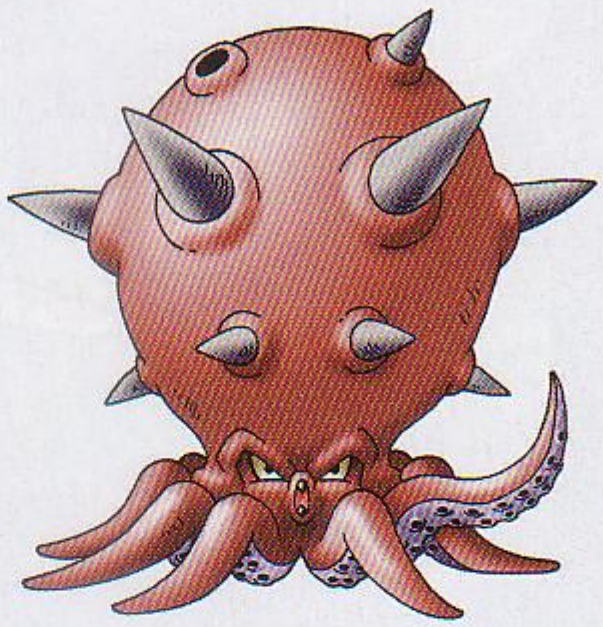
MONSTER GALLERY



Ragged Reaper



Slime Stack



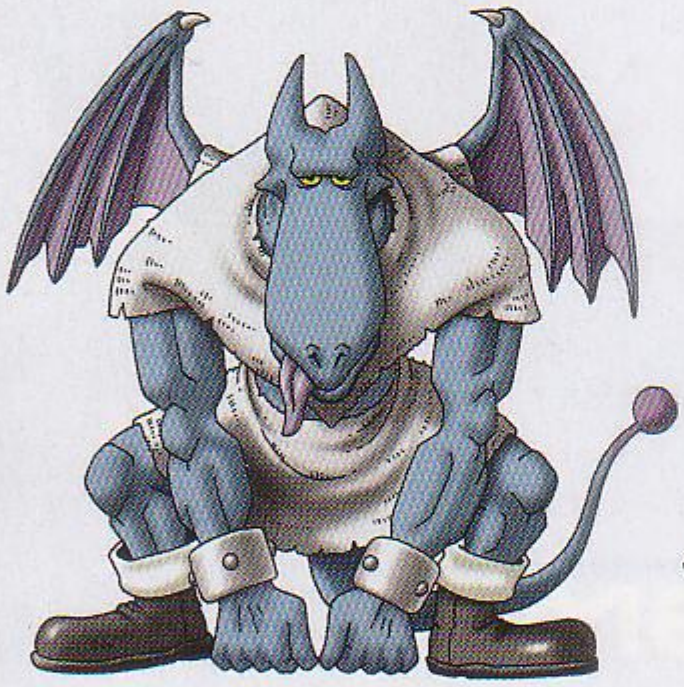
Knocktopus



Gastropog



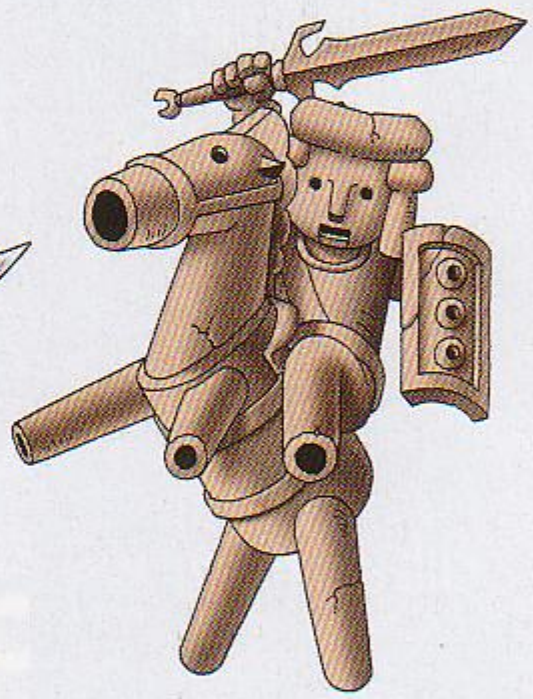
Boppin' Badger



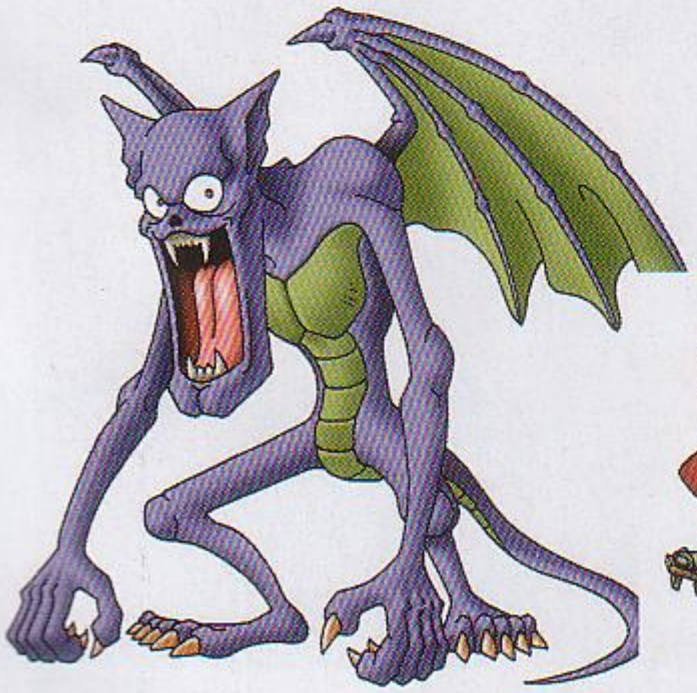
Great Gruffon



Cruelcumber



Earthenwarrior



Manguini



Leafy Larrikin



Slionheart



Teeny Sanguini

Cloud IX

Fallen angels fight to save the mortal world in the game-changing Dragon Quest IX: Sentinels of the Starry Skies.



Just when it seemed that the Dragon Quest series couldn't get any hotter in Japan, Dragon Quest IX smashed expectations by selling a record-shattering four million copies in less than a year. The move to the wildly popular Nintendo DS system certainly didn't hurt, but it was the game's connectivity features that transformed Dragon Quest IX into a social phenomenon. Kids gathered in McDonalds restaurants to trade treasure maps and download McDonalds-exclusive content, and adults congregated at a Dragon Quest-themed bar in Tokyo to quest together while enjoying game-themed libations. Commuters passing through popular train stations with a Nintendo DS in their bag could easily end up "tagging" 30 or 40 other players.

But in the West, the Dragon Quest series has yet to score a breakout hit. Each new installment invariably inspires a bunch of articles—kind of like this one—wondering if the newest entry will have what it takes to win over American audiences. Invariably, the answer seems to be "no." Will this time be any different? We can think of IX good reasons why it might.

BY **CASEY LOE** | PUBLISHER: **NINTENDO** DEVELOPER: **SQUARE ENIX/LEVEL 5** RELEASE: **JULY 2010** | **DS**



1 The Divine Tragedy

Straying far from the usual small-town-boy-saves-the-world RPG scenario, Dragon Quest IX puts players in the role of a divine immortal known as a Celestrian. Invisible to normal folk, Celestrians watch over mortal communities and do good deeds in order to earn something called Benevolessence. In this game's strange mix of mythologies, that Benevolessence is the fertilizer that makes a heavenly World Tree grow, until the day it bears fruit and the path to the Almighty becomes clear. But when the prophesied day finally arrives, the hard-working Celestrians are greeted not with divine light and a heavenly chorus, but with explosions and chaos. Either the Almighty has turned out to be *Transformers* director Michael Bay, or something has gone horribly wrong.

When the smoke clears, you'll find yourself on the surface world, having lost most of your Celestrian powers. The explosions in the Celestrian realm have hit like a devastating earthquake, and the fallen fruits of the World Tree—the seven golden Fyggs—have found their way into mortal hands. The divine Fyggs provide incredible power that can corrupt fragile minds, and those who find them tend to leave tragedy in their wake. Only by recovering the Fyggs will you be able to regain your powers, return home, and solve the intriguing mystery of the Celestrians.















II The Fellowship of the Fygg



Of course, you can't be expected to do all that alone. You can recruit a handful of mortal allies from the game's central hotel, but if you don't like their style, you can make your own comrades from scratch. You control, equip, and level up these allies like you would characters in any other RPG. What's different in Dragon Quest IX is that at any time you can give your party the boot (temporarily) to adventure with your friends instead.

Each Game Card is treated as its own parallel world, so only the player who chooses to host a multiplayer game will be able to make any storyline progress. Other players will go to their world's version of the game's central hotel, where a Celestrian can create a portal between their world and the host's. Visiting players are free to act independently of their host, and can visit different areas and even battle different enemies from the rest of the group. But when players want to team up, the host can bring them together with a single command, even in the midst of battle.

Since it's his world, only the host can accept quests, open red treasure chests, gain items from combat, and command NPC party members. Visitors can still acquire EXP, gold, and skill points, open blue treasure chests (which contain random items), and make progress toward certain side quests that they began in their game.







[Right] A Call to Arms will summon your companions to your side.



III Combat Evolved







Let's face it—no one likes random encounters. It's taken long enough, but the Dragon Quest series has finally joined every other modern RPG series in scrapping them entirely. Instead of being abruptly yanked into combat every few steps, you can now clearly see enemies on the world map, and you're free to chase them down or flee from their path. Not only is this infinitely more aesthetically pleasing than constantly stumbling into invisible foes, but it adds another layer of gameplay depth. Players who are hunting for specific items can zero in on the foes that hold them rather than having to trigger a bunch of tedious encounters in hopes of getting lucky. When visiting old areas, players needn't bother with meaningless, low-level encounters; weakling monsters will take one look at your hero and run for their lives.

The battles themselves look impressive, with wonderfully modeled enemies and smooth character animation. Unlike in previous games, in which your party and the enemy party stood in neat lines swinging at each other, characters now scatter throughout the battlefield, attacking from all directions for a more dramatic sense of conflict.

The actual battle mechanics haven't changed much; players still select basic commands, spells, and skills from a menu, and have as much time as they need to make a decision. There are a few new twists, though. Our favorite is the Coup de Grâce; a class-specific special move that characters can trigger only when they're taking a beating. Examples include powerful attacks, a party-wide healing effect, and the ability to cast spells for free. The Coup de Grâce can give even the lowest-level character in your party the opportunity to be the hero who turns a tough fight around.



IV Dressing to the IXs

It was impressive when Dragon Quest VIII offered unique models for each weapon, but Dragon Quest IX takes a massive leap forward by giving a unique appearance to every armament in the game. There are hundreds upon hundreds of different weapons, shields, chest pieces, leggings, bracers, and shoes, and since the Dragon Quest series has always had a sense of humor when it came to equipment, there's plenty of variety to make playing dress-up fun. I don't know how a denim skirt could provide more protection than iron leggings, or how a spangled dress could be sturdier than a suit of brass armor, but it sure is nice that it works out that way. It won't be long before you're gladly sacrificing a few Defense points in order to better coordinate your characters' wardrobes—you wouldn't be caught dead wearing iron greaves over fishnet tights, would you?



Elaborate hairstyles and a bustier top are a hardened soldier's best friend. Who knew?

V Vocation Destinations

When you awaken in the mortal world, your flashy Celestrian clothes inspire a cover story that you're a traveling musician. And thus, Minstrel becomes the unusual default vocation for all player characters.

As the game progresses, you'll earn the ability to switch to a variety of other vocations. But changing jobs comes at a steep cost: you'll get to keep your Minstrel skills and equipment, but will otherwise be starting over as a Level-1 character in your new class. Starting over from Level 1 can be a setback when playing solo, but it's actually quite useful in multiplayer; when you're joining a friend's game to provide some help in a low-level area, you might as well use the opportunity to level up a new job instead of waltzing through the area and earning negligible amounts of EXP. Then you can return to your old vocation with the skills you learned on your journey.

In addition to the six base vocations, there are six more you can unlock throughout the course of the game. But to do so, you'll first need to find a mentor and complete an optional quest.



Minstrel

Minstrels are well-balanced characters that can dabble in both offensive and defensive magic, and wield exotic weapons like whips and fans. Their exclusive performance skills allow them to distract foes, clear status conditions, and even tap-dance out of danger.



Warrior

No surprises here: Warriors are powerful, hearty, and slow. Skills that include provoking foes and guarding vulnerable characters allow them to draw fire away from more-vulnerable allies. The Warrior's attack- and defense-boosting skills are a must for frequent job-changers.



Priest

Priests don't make for very powerful fighters; however, their repertoire of healing spells makes them an essential part of any party. Focusing your skill points on the Priest's recovery abilities may be prudent, but it makes for a pretty boring character—you'd have more fun with their Spear and Staff skill trees.



Mage

Mages focus on offensive spellcasting at the expense of all else. Devote their skill points to their specialty skill tree (which will strengthen their spells) and the Wand skill tree (which will boost their max MP and ultimately provide automatic MP regeneration).



Martial Artist

Martial Artists are nearly as deadly as Warriors, and a whole lot faster. Focusing on claw weapons will allow you to strike a single foe multiple times for quick KOs, while the Bare-Handed skill tree is full of attacks that enable the Martial Artist to hit every foe on the battlefield.

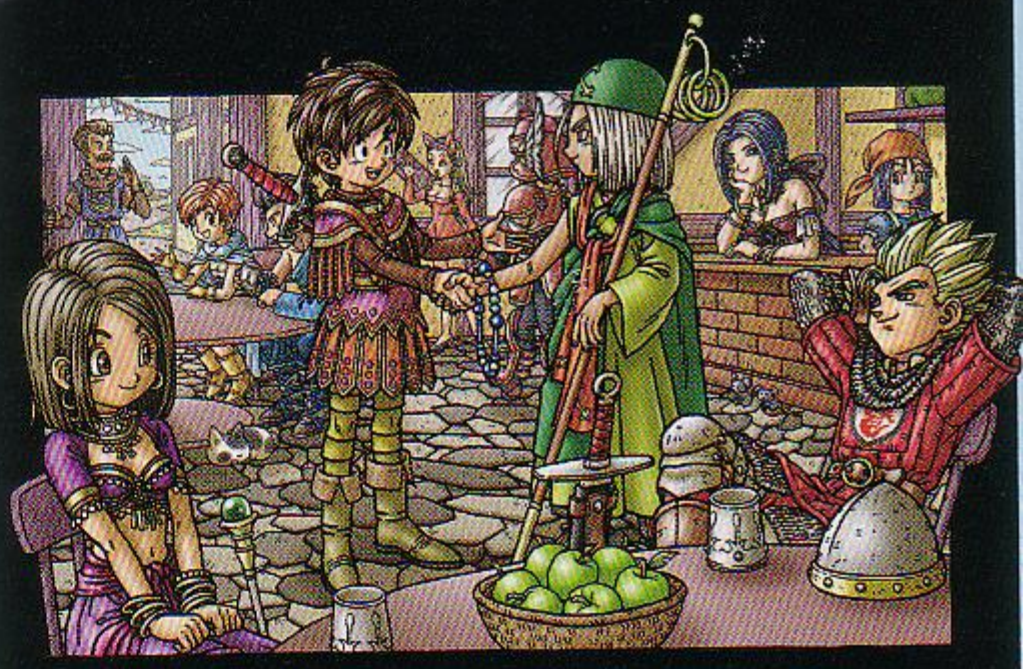


Thief

Thieves have a lot of the same options as Martial Artists, but trade slightly weaker stats for the ability to cast a few recovery spells and equip stronger armor. Their exclusive skills allow you to swipe items from foes and see treasure-chest locations on the in-game maps.

VI A Lifetime to Master

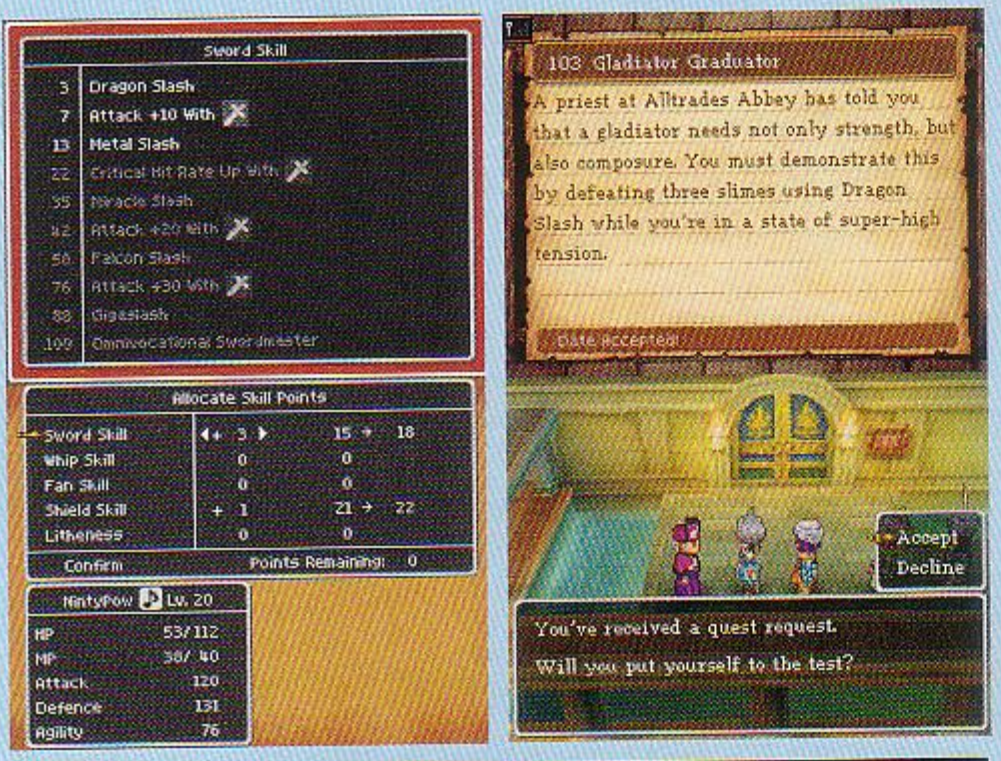
Dragon Quest IX uses roughly the same skill system as Dragon Quest VIII: characters earn skill points when they level up that can be used on a variety of weapon- and vocation-based skill trees. The difference is that between the 12 vocations, there are now more than 250 skills to learn. Players who are content merely to play through the game's central storyline should pick a few skill trees to focus on, but players who are in for the long haul can dabble in them all, mixing and matching their abilities to effectively create hybrid classes. You can max out the Gladiator's Warhammer skill tree, earning the ability to equip that weapon in other classes, and then play as a Warhammer-swinging combat Priest. You can outfit your Mage with a bow earned during her Ranger days and use bow-exclusive MP-absorption skills to power out deadly spells. There's seemingly no limit to the number of new skills to learn and combos to explore.



VII Otherworldly Visitors

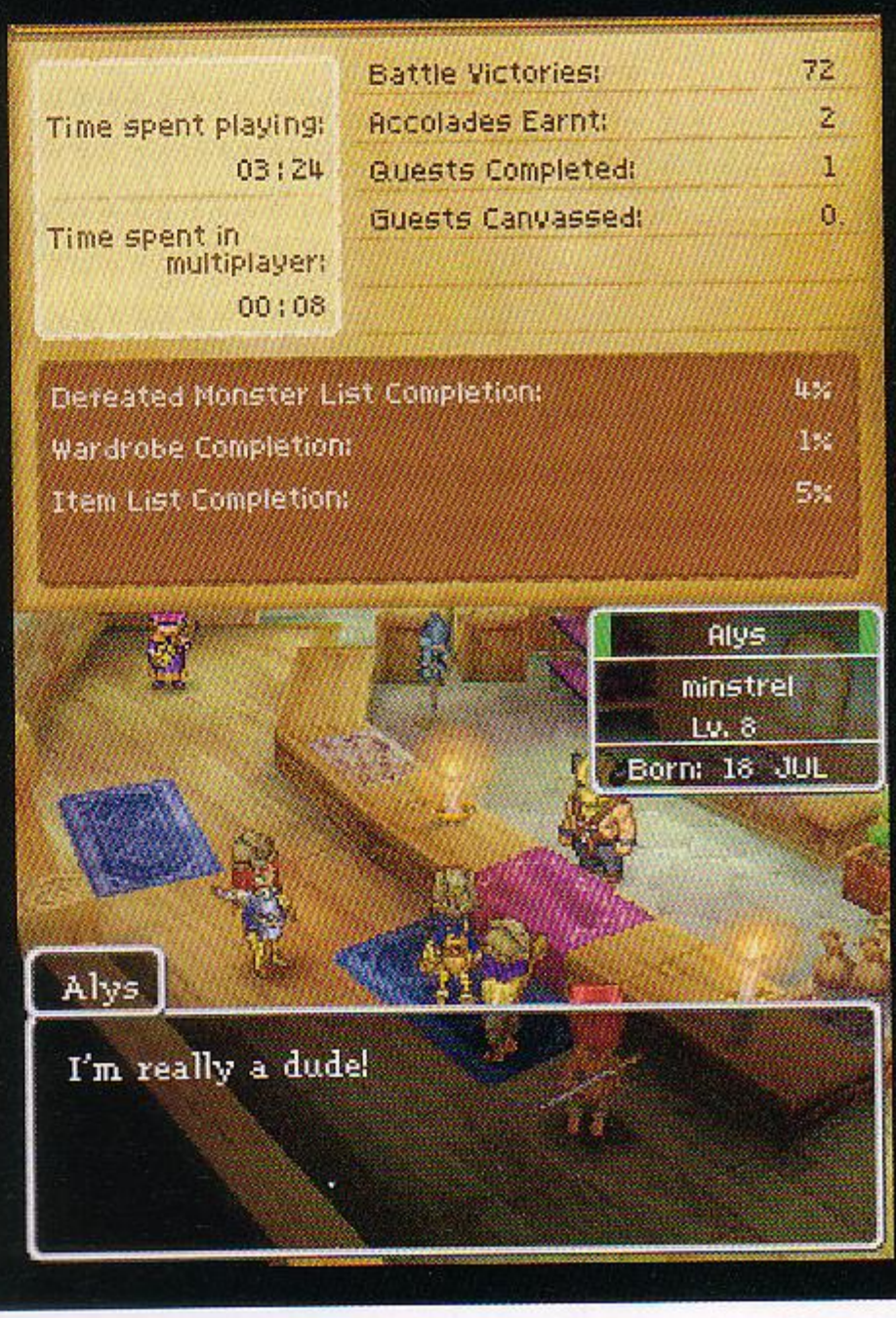
Dragon Quest IX features an imaginative implementation of the DS system's Tag mode. Early on, you'll help a friend establish a large luxury hotel, and at any point after that you can agree to help her "canvass for guests." This involves merely closing your Nintendo DS and keeping it with you as you go about your day. If you pass within about 65 feet of another player who is doing the same thing, that player's character will become a guest at your hotel, while your own character will be happily raiding the minibar of the same hotel in that player's world. Each player can set the dialogue that his character speaks when spoken to, and give the character a treasure map to share with other players. Hotel guests come and go, but you can offer deluxe suites to your favorites to make them stick around indefinitely.

In addition to the characters met while canvassing, players who download the weekly side quests may find a few other familiar guests at the hotel. Every now and then, characters from past Dragon Quest titles will spend the night at your inn, and if you spot them, they'll give you a piece of their costume or even a wig that'll let you copy their unique hairstyles.



[Below] Not everything is new in this installment: Slimes, Golems, and other classic DQ foes aren't going anywhere.



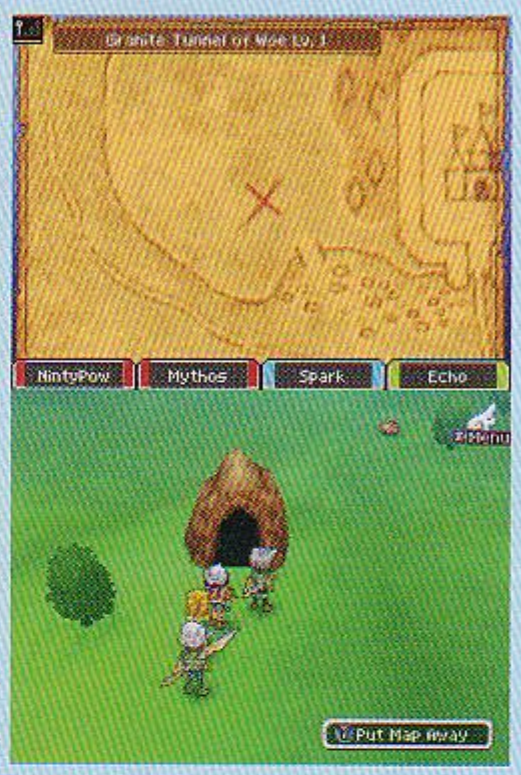


VIII Treasure Tag

The big attraction of Tag mode is the ability to trade treasure maps, a new system in Dragon Quest IX that offers plenty of lucrative rewards and high-level challenges. In your own game, you'll occasionally earn treasure maps as a reward for completing a side quest. The maps reveal a sloppily drawn chunk of the world map with a big red X, and if you can figure out what spot it's marking, you can enter a randomly generated dungeon with one of a number of original bosses at the end. Each treasure-map dungeon you complete will lead you to the next treasure map, offering an endless series of challenges.

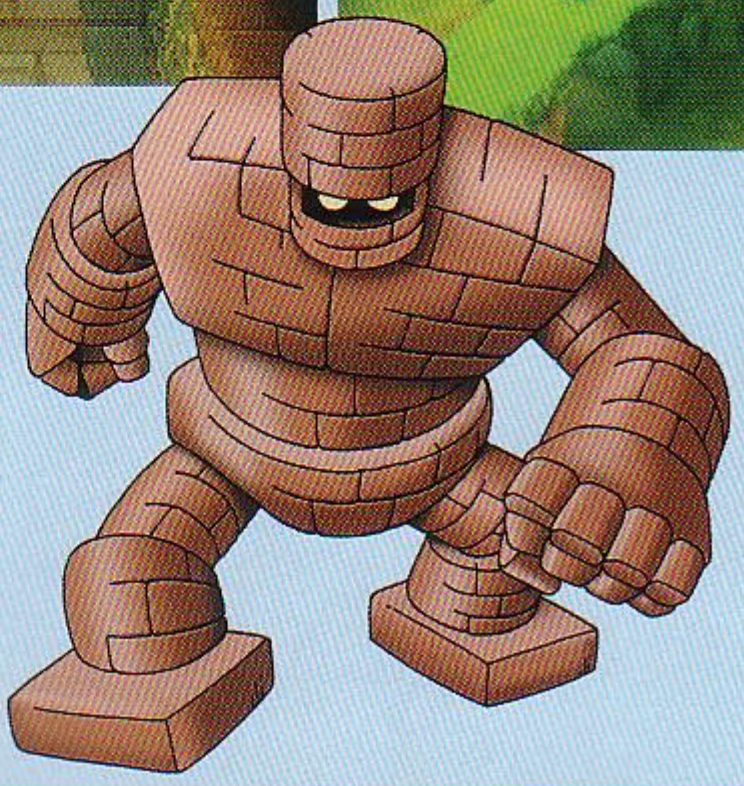
Since the dungeons' contents will be different for each player, you may find an especially good one full of treasure chests or high-EXP foes. If you do, you can give that treasure map to your hero to hold when you go canvassing, and he'll give copies of the map to any players he encounters in Tag mode. No matter how many times a map changes hands, it always has its original finder's name on it, allowing individual players to make a splash in the DQIX community. Some guy named Masayuki has become a legend in Japan for finding a map where players can easily battle ultrahigh-EXP Metal King Slimes, and his map has now spread throughout the entire nation!



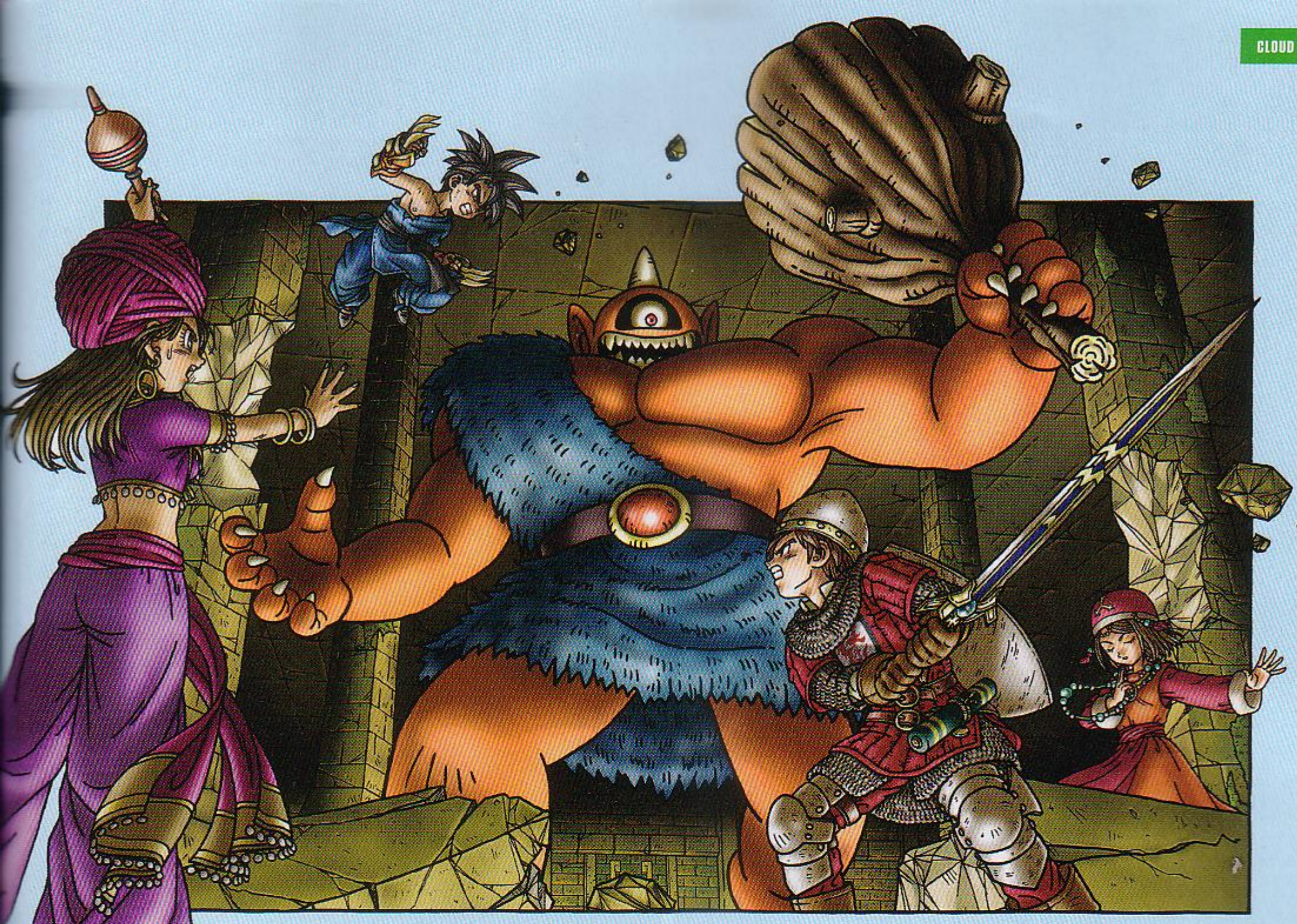








Exploring traded treasure maps can lead to some good loot, and is a great way to level-up your characters by fighting high-EXP monsters.

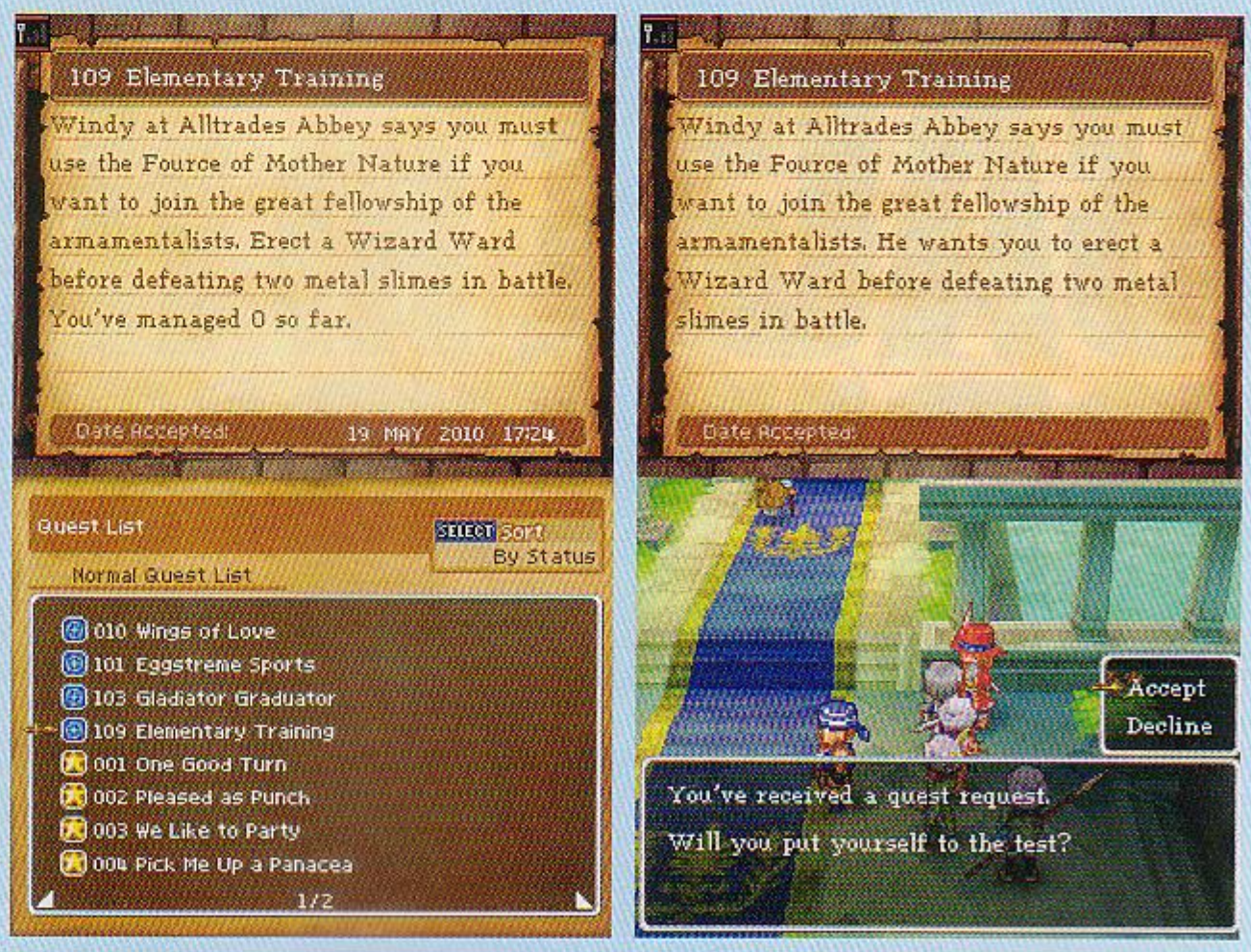


IX The Quest of the Week

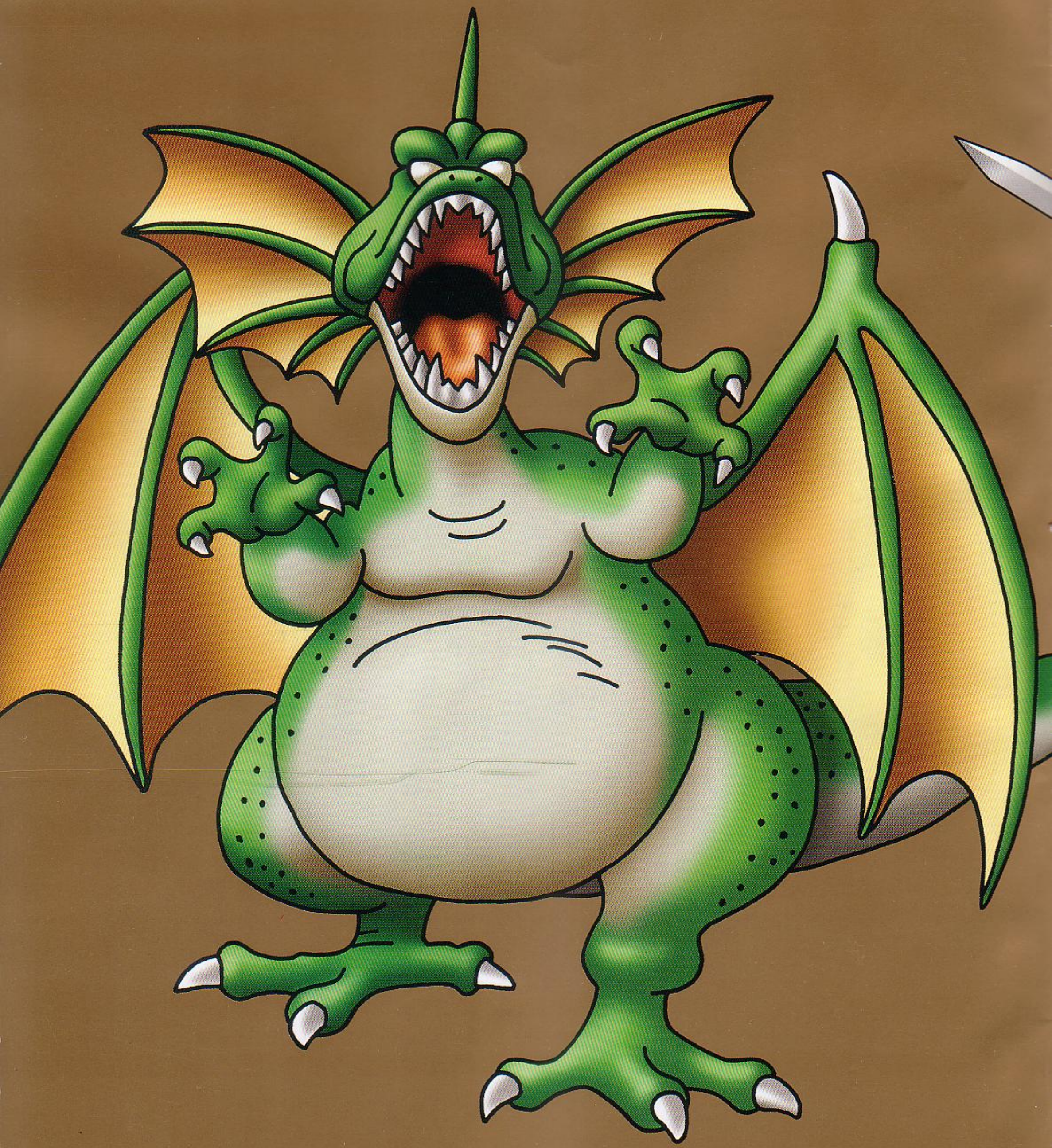
Every Dragon Quest title has had a few side quests, but Dragon Quest IX features more than 100 of them and introduces a new quest log to help players keep track of their progress. Rewards include everything from rare items to new vocations to unique "party tricks"—special poses your hero can show off during multiplayer games.

With the combination of numerous side quests, an infinite number of treasure-map dungeons, and a central storyline that's less linear than usual, Dragon Quest IX almost feels like an open-world game. There has certainly never been this much to do in a Dragon Quest adventure, and amazingly, the amount of content will only increase; Nintendo plans to release one new side quest every week for a year. You can grab them free of charge via Nintendo Wi-Fi Connection, and while you're online you can also visit a special shop that sells rare and exclusive items (for in-game currency), which is updated each and every day.

Many of the quests are intended for high-level adventurers who have long since completed the game, providing new challenges for even the most experienced players. With this much content, it's no wonder that, according to producer Ryutaro Ichimura, the average Japanese player has logged over 140 hours of gameplay.



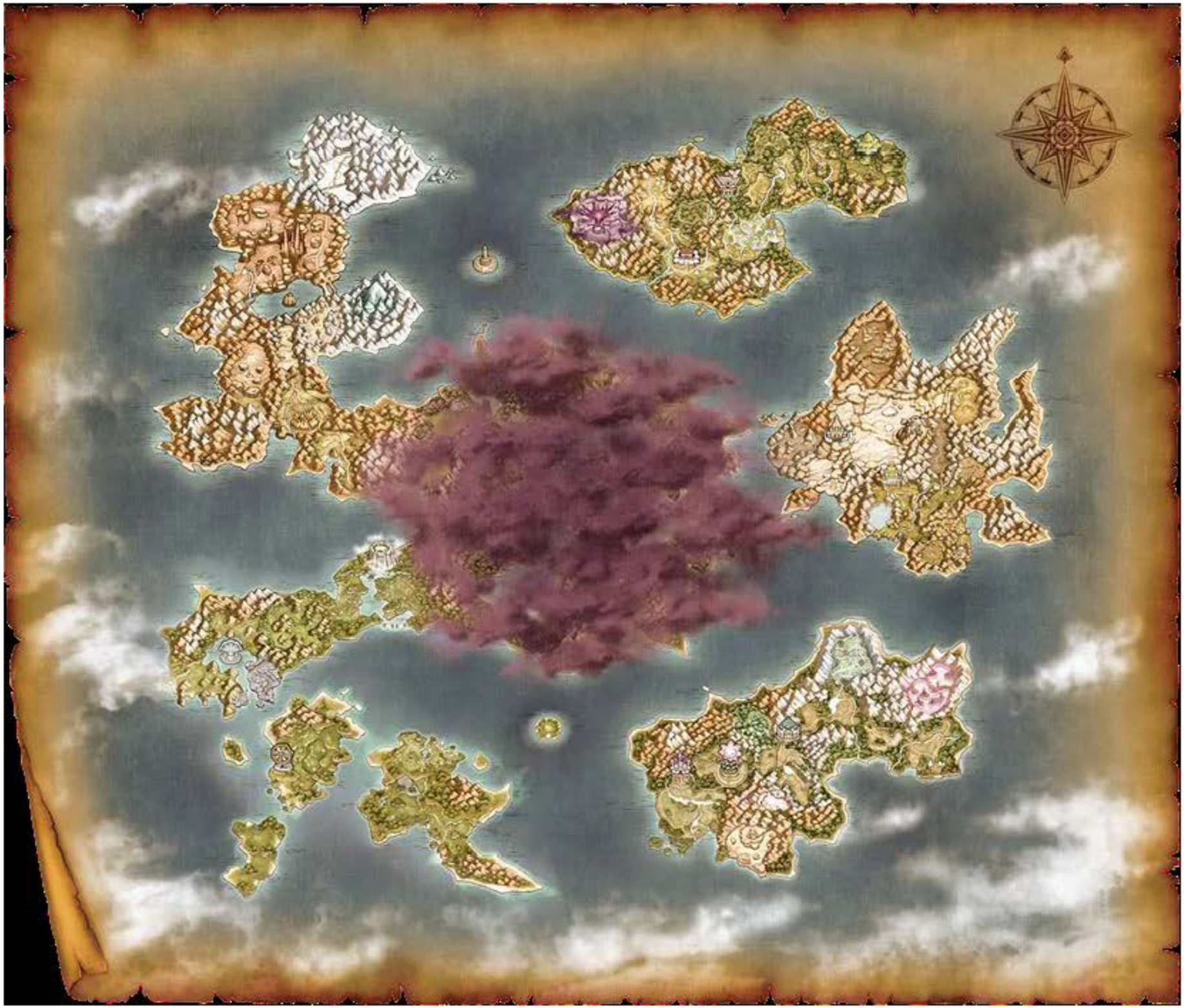
The handy quest log doesn't just list your quests—it also keeps track of your progress.





Dragon Quest 10: Waking of the Five Tribes has been released on August 2nd, 2012 for the Nintendo Wii in Japan, and on the Wii U in Japan on March 30th, 2013. Both versions are the same on each system, with the exception of enhanced graphics on the Wii U. DQX is also an online only game, meaning you cant do much in the game unless you are connected to the internet. The gameplay looks similar to Dragon Quest 8, but has many of the improvements that were featured in Dragon Quest 9, including side quests, customizing your character, and the ability to see the monsters in the fields and dungeons before you battle them. There will also be a sewing system where the player can create clothes. Dragon Quest 10 uses the classic turn based battles that we have known to love in this series.

Astordia is the world of Dragon Quest 10, and it is split into 5 continents: Ogrelead, Eldona, Dwachakka, Pukuland, and Wena. There are also 5 races of characters besides your human form. They are Ogre, Elves, Dwarves, Wedi, and Pukuripos.



壮大な物語の第1歩を先行公開！

主人公旅立ちの物語とは…!?

果てしない旅の第1歩は小さな村から。物語の冒頭と新キャラを初公開!!

DRAGON QUEST 25th ANNIVERSARY

DRAGON QUEST X

ドラゴンクエストX 目覚めし五つの種族 オンライン

発売日／Wii版 2012年予定
Wii U版 未定
価格／未定
メーカー／スクウェア・エニックス
機種／Wii、Wii U
ジャンル／RPG

旅立ちは〝エテーネの村〟から…！



兄弟はトラブルメーカー!?



⬆小さいころに両親を亡くしたキミは、兄弟と2人でこの村に住んでいる。

世界と隔絶された村…!?



⬆兄弟はおっちょこちょいのトラブルメーカー。キミはそのお守り役？

⬅島の人々は世界から隔絶され、この島の中だけで暮らしているという。外には何があるのだろうか……？

ついに明かされる物語の発端!!

主人公は最初、人間の姿のようだ。エテーネの村で兄弟といっしょに、静かに暮らしているぞ。

自由にキャラメイクした兄弟も…



きみ自身も!!そして兄弟もキャラメイク可能！

ゲーム開始時には、キミの姿の他、なんと兄弟の姿までキャラクターメイクできるのだ!!

村やバトルに登場！



どんな〝自分〟になる!?

⬅⬆自分の姿を決めたあとは、兄弟も！弟でも妹でも、兄でも姉でも、キミの好きな兄弟を設定し、物語に登場させることができる!!

鳥山明先生デザイン!! ナゾの重要キャラ初公開!!



おとなしいけど勇ましい少年！

シンイ

アバの孫であり、お世話係でもある。おとなしい性格だが、いざというときは頼りになる少年。



⬆普段はけなげにアバの面倒をみているが、勇敢な一面もあるぞ！



村人から信頼される巫女！

アバ

エテーネの村の守り神のお告げを伝える巫女。口は悪いが村人からの信頼は厚い不思議な人物。



⬆村人たちの心の支えとして、重要な役割をになっているのだ！

ベータテスター絶賛募集中！ くわしくは公式サイトへ!! http://www.dqx.jp

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キャラクターデザイン：鳥山明

壮大な旅の舞台となる「アストルティア」。
そのほんの一部を世界最速の先行紹介だ!!

DRAGON QUEST X

ドラゴンクエストX　目覚めし五つの種族　オンライン



マップで町の中を確認できる!

↑世界を巡るために不可欠なマップは超便利！町の中では施設や仲間の位置が一目でわかるぞ!!

発売日／Wii版 2012年予定 Wii U版 未定	
価格／未定	
メーカー／スクウェア・エニックス	
機種／Wii、Wii U	
ジャンル／RPG	

広大な世界の一部を先どり公開!!
冒険の舞台アストルティアツアー!!

見どころ

広い世界にドキドキがいっぱい!

広大な世界には出会いと発見がいっぱい！特に町は冒険の拠点となる大事な場所だ!!

町の中にはこんな施設があるぞ!!

宿屋には「コンシェルジュ」も!



←ゲーム内のイベント情報などがわかるぞ！



↑DQシリーズでおなじみの宿屋。激しい戦いでHPを消耗したら、ここで回復できるのだ。

なんと町に自分の家が持てる!!

町からつづく「住宅村」に、キミだけの家を持つこともできる。家は自由にカスタマイズ可能だ。



↑友だちの家に遊びにいくこともできる。くわしい情報は今後公開予定。



↑どうやら自分のアイテムを、バザーに出品できる場所みたい…？



↑直接会わなくても、友だちに手紙やアイテムを届けられる!?



↓基本はオートセーブだが、教会でお祈りも可能。



→「鍛冶職人」になればこの施設が使える。新アイテムを生み出せる？

DQX ワールドツアー その①
オーガが暮らす オーグリード大陸

オーガたちの故郷・オーグリード大陸は過酷な土地。未開の荒野と険しい氷山が連なる、原始的な大陸なのだ。

→北部には、雪におおわれた極寒の雪山が広がるぞ！





←強い種族だから、過酷な環境にも適応できた！

イメージ画







オーガ

体が大きく、力強い種族。仲間との絆を何よりも大切にする。

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※画面はWii版のものです。※画面は開発中のものです。内容は事前の断りなく変更になる場合があります。　キャラクターデザイン：鳥山明

One night, a monster named Warubou appeared out of nowhere at the home of Terry, our hero, and kidnapped Terry's sister, Milayou.

A moment later, a monster named Watabou appeared out of the same nowhere and told Terry that if he wanted to rescue Milayou, he'd better follow him - fast!

Terry was stunned by these rapid events, but in no time he joined Watabou and warped into the Kingdom of GreatTree.

Little did Terry know what strange adventures lay before him in his quest to rescue his sister Milayou.

Find out for yourself what monsters and mayhem await the mysterious Kingdom of GreatTree!

Released on January 27th, 2000 for the Nintendo Game Boy Color, Dragon Warrior Monsters is the story of Terry, and his journey to become the most powerful Monster Master by fighting the monsters he meets, collecting them, and then raising them. He goes through the perils in a constant search for the ultimate monster.



Dragon Warrior Monsters follows Terry as he attempts to save his sister. Instead of fighting in battle, Terry is able to recruit monsters into his party. When fighting random battles, Terry can set out meat, which may coax the monster into joining the party at the end of the battle. Terry can also breed two monsters, combining them into a new, stronger monster. Excess monsters can be placed on the Farm, a storage place for monsters. They can be picked up or dropped off and there is an option to put monsters at the farm to sleep, which allows them to maintain their wilderness level, but not grow in level. There can be 19 awake and 19 asleep monsters at any one time. A monster's wilderness level lowers as Terry trains them, which makes them more likely to participate in battle. By leaving monsters at the farm awake, they become more wild.

Monsters are able to gain experience points and level up after battles. Each monsters' requirements for experience points to level up varies, depending on their plus number or even what monster family they belong to. When they level up, they gain stats and sometimes skills. All monsters can carry a maximum of eight skills. If a monster can gain more than eight skills you have the option of replacing old skills with new ones.

The player moves around to other worlds through warp gates which are located underneath the throne room. To access these gates, the player needs to defeat a certain class ranking. There are a certain number of areas in a world and at the last one, the player needs to defeat a boss. Some bosses in the game offer to join the player's party automatically, some have to be won over with meat, and some will not join at all. Other gates are hidden throughout Great Tree, such as one in the library that is only accessible after befriending over 100 different monsters.

In this game the player fights in the arena and goes through ranks that consists of three different battles that must be won before the player can advance to the next ranking. Each rank provides harder challenges: the higher the rank, the harder the monsters. The battles you able to start at are from Rank G and go to Rank D and later in the game you are able to go from Rank C to Rank A and then Rank S. These battles open up gates for the character to explore and are necessary to progress through the story.

Tiny Medals are scattered throughout different worlds randomly and are picked up by the player. In the game, there is a man who collects these medals, who is later revealed to be the king of Great Tree, and will give certain monster eggs for how many the player gives to him. Also, Foreign Masters may appear while in other worlds. These encounters with other trainers can result in battle. There are different types of trainers that will give or do something for the player if they are defeated. These trainers monsters may also join you if you give them meat.

Dragon Warrior Monsters was a major hit, especially in Japan where it sold 2.35 million copies. It turned into a very successful spinoff franchise, which has released numerous sequels that are available on several different video game systems. While the Monsters series is more popular in Japan, it has endured enough success in North America to keep the series alive there.

 Terry	Terry is the hero of the game. His goal is to become the most powerful Monster Master and find his lost sister, Milayou.
 Watabou	Watabou is a mischievous, mystical creature who always appears out of nowhere.

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 Almiraj	Sleep, Berserker, Charge Up
 Anteater	Lush Licks, Squall Hit, Metal Cut
 BigEye	Heal, Frigid Air, Ice Bolt
 CatFly	Slow, Stop Spell, Odd Dance
 DarkHorn	Sleep, Stop Spell, Psyche Up
 FairyRat	Slow, Surround, Slime Blow
 Goategon	Fireball, Slow, Sleep Air
 Grizzly	Leg Sweep, Twin Slash, Squall Hit
 GulpBeast	Ramming, Massacre, War Cry
 HammerMan	Charge Up, Evil Slash, Kamikaze
 Ironturt	Cover, Strong D, Magic Back
 KingLeo	Fireball, Frigid Air, Bi Attack
 MadCat	Leg Sweep, Vacuslash, Squall Hit
 MadGopher	Bird Blow, Zombie Cut, Charge Up
 Mommonja	Ice Bolt, Lure Dance, Mouthshut
 PillowRat	Sidestep, Ramming, Call Help
 Saccer	Upper, Psyche Up, Palsy Air
 Skullroo	Drak Slash, Panidance, Charge Up
 SuperTen	Hustle, KO Dance, Imitate
 Tonguella	Nap Attack, Lush Licks, Sleep Air
 Trumpeter	Sandstorm, Berserker, War Cry
 Unicorn	Heal, Antidote, Vivify
 WildApe	Leg Sweep, Twin Slash, Call Help
 WindBeast	Infernos, Ice Bolt, Vacuslash
 Yeti	Ice Bolt, Ice Slash, War Cry

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 BigRoost	Sandstorm, Vacuslash, Dodge
 Blizzardy	Frigid Air, Ice Slash, Beat
 BullBird	Ramming, Shears, Charge Up
 Dracky	Sleep, Antidote, Rob Magic
 DuckKite	Sleep, Panic All, Curse
 Florajay	Speed, Beast Cut, Lifesong
 FunkyBird	Panidance, Hustle, Lifedance
 LandOwl	Infernos, Sidestep, Bold Slash
 MadCondor	Fireball, Heal Us, Multicut
 MadGoose	Odd Dance, Panic All, Lucre Dance
 MadPecker	Infernos, Sap, Vacuslash
 MadRaven	Tailwind, Drak Slash, High Jump
 MistyWing	Surround, Eerie Light, Barrier
 Phoenix	Fire Air, Tailwind, Squall Hit
 Picky	Sap, Surround, Bug Blow
 RainHawk	Strong D, Surge, Mega Magic
 StubBird	Bug Blow, Lure Dance, Twin Hits
 WhipBird	Tronize, Tatsu Call, Thick Fog
 Wyvern	Heal, Frigid Air, Sleep
 ZapBird	Lightning, Bold Slash, Hell Blast

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 Baramos	Bang, RockThrow, Hellblast
 Darkdrium	FireAir, FrigidAir, Bolt
 Deathmore	TatsuCall, Hellblast, BigBang
 Deathmore	FireAir, Ramming, UltraDown
 Deathmore	Focus, DeMagic, BigBang
 Dracolord	Firebal, Meditate, BeDragon
 Dracolord	FireAir, Massacre, Surge
 Esterk	RainSlash, BiAttack, GigaSlash
 Hargon	Firebal, Bang, TatsuCall
 Mirudraas	Blaze, Bang, Bolt
 Mirudraas	FireAir, SuckAir, DeMagic
 Mudou	FireAir, FrigidAir, PoisonGas
 Pizzaro	FireAir, BiAttack, Hellblast
 Sidoh	FireAir, FrigidAir, Hellblast
 Zoma	FrigidAir, DeMagic, BigBang

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 Armorpede	Upper, Twin Slash, Twin Hits
 Armorpion	Zombie Cut, Evil Slash, Lure Dance
 ArmyAnt	Nap Attck, Call Help, Kamikaze
 ArmyCrab	Upper, Metal Cut, Call Help
 Butterfly	Surround, Curse, Call Help
 Catapila	Upper, Poison Gas, Thick Fog
 Digster	Suck All, Strong D, Farewell
 Droll	Slow, Step Guard, Shears
 Eyeder	Heal, Fireball, Map Magic
 GiantMoth	Paralyze, Radiant, Wind Beast
 GiantSlug	Whistle, Lush Licks, Dodge
 GiantWorm	Step Guard, Odd Dance, Best Cut
 GoHopper	Rob Magic, Charge Up, Call Help
 Gophecada	Beat, Magic Back, Call Help
 HornBeet	Bolt Slash, Devil Cut, Rock Throw
 Lipsy	Nap Attack, Lush Licks, Ahh
 MadHornet	Poison Hit, Paralyze, Tailwind
 StagBug	Fire Air, Sleep, Leg Sweep
 TailEater	Poison Gas, Ice Slash, Radiant
 WeedBug	Rob Magic, Barrier, Magic Wall

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 1EyeClown	Blaze, Fireball, Ice Bolt
 AgDevil	Sacrifice, Fireball, Sleep Air
 Akubar	Frigid Air, Bang, Focus
 ArcDemon	Bang, Bolt Slash, Bird Blow
 Centasaur	Magic Back, Fire Slash, Rain Slash
 ChopClown	Vacuslash, Squall Hit, Twin Hits
 DarkEye	Metal Cut, Radiant, Palsy Air
 Demonite	Blaze, Frigid Air, Fire Slash
 Durran	Drak Slash, Bird Blow, Wind Beast
 EvilArmor	Fire Slash, Bolt Slash, Drak Slash
 EvilBeast	Fireball, Frigid Air, Ironize
 Eyeball	War Cry, Ironize, Magic Back
 GateGuard	Blaze, Cleancut, Thick Fog
 Gigantes	Zombie Cut, Charge Up, Evil Slash
 GoatHorn	Infernos, Bang, Ice Bolt
 Gremlin	Heal, Fireball, Stop Spell
 Grendal	Cover, Fire Slash, Drak Slash
 Jamirus	Blaze, Tailwind, BiAttack
 Lionex	Infernos, Vacuslash, Heal Us
 MadKnight	Massacre, Beast Cut, Gigaslash
 MedusaEye	Sap, Surround, Shears
 Ogre	Massacre, Metal Cut, Rain Slash
 Orc	Sap, Bird Blow, Vivify
 Pixy	Speed, Antidote, Twin Hits
 SkullRider	Leg Sweep, Fire Slash, Rain Slash

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 Andreal	Infernos, Poison Hit, Surround
 BattleRex	Fire Air, Metal Cut, Evil Slash
 Chamelgon	Paralyze, Panic All, Palsy Air
 Coatol	Bang, Bolt Slash, Suck All
 Crestpent	Poison Hit, Stop Spell, Dedragon
 Divinegon	Frigid Air, Meditate, Big Bang
 Dragon	Fire Air, Fire Slash, Suck All
 DragonKid	Fire Air, Sleep Air, Dodge
 FairyDrak	Lush Licks, Sleep Air, Surround
 Gasgon	Sacrifice, Berserker, Farewell
 GreatDrak	Frigid Air, Ice Slash, Suck All
 KingCobra	Poison Hit, Curse, Ko Dance
 LizardFly	Fireball, Fire Air, Wind Beast
 LizardMan	Beast Cut, Evil Slash, Gigaslash
 MadDragon	Massacre, Lure Dance, Evil Slash
 Minidrak	Sandstorm, Running, Call Help
 Orochi	Fire Air, Fire Slash, Bi Attack
 Poisongon	Poison Hit, Lush Licks, Poision Gas
 Pteranod	Fireball, Tailwind, Wind Beast
 Rayburn	Poison Hit, Fire Air, Wind Beast
 SkyDragon	Fire Air, Suck Air, Multicut
 Spikerous	Berserker, Rock Throw, Kamikaze
 Swordgon	Cleancut, Blade D, Rainslash
 Tortragon	Lightning, Ironize, Magic Back
 Wingsnake	Poison Hit, Squall Hit, High Jump

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 Balzac	Bang, Bolt, Multicut
 BombCrag	Sacrifice, Meditate, Farewell
 CoilBird	Dechaos, Numb Off, Suck All
 CurseLamp	Speed, Upper, Twin Hits
 EvilPot	Sleep, Cover, Beat
 EvilWand	Frigid Air, Dechaos, Map Magic
 Facer	Sacrifice, Infernos, Lifesong
 Gismo	Fire Air, Frigid Air, Suck Air
 GoldGolem	Tatsu Call, Surge, Big Bang
 Golem	Psyche Up, Charge Up, Strong D
 Goopi	Leg Sweep, Call Help, Dodge
 IceMan	Frigid Air, Ice Bolt, Strong D
 JewelBag	Fireball, Stop Spell, Panic All
 Lavaman	Blaze, Fire Air, Cover
 MadCandle	Blaze, Whistle, Psyche Up
 MadMirror	Map Magic, Stop Spell, Transform
 MetalDrak	Sandstorm, Massacre, Rock Throw
 Mimic	Blaze, Step Guard, Beat
 Mud Doll	Sidestep, Odd Dance, Hustle
 Roboster	Squall Hit, Rain Slash, Bi Attack
 RugueNite	Heal, Metal Cut, Evil Slash
 Sabreman	Rob Magic, Paralyze, Devil Cut
 SpikyBoy	Sacrifice, Slime Blow, High Jump
 StoneMan	Cover, Suck All, Meditate
 Voodoll	Sap, Surround, Panic All

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 AmberWeed	Twin Hits, Barrier, Magic Wall
 BeanMan	Rob Magic, Map Magic, Twin Hits
 Cactiball	Paralyze, Odd Dance, High Jump
 DanceVegi	Sidestep, Lure Dance, KO Dance
 EvilSeed	Paralyze, Cleancut, Radiant
 FaceTree	Stop Spell, Odd Dance, Curse
 Fireweed	Blaze, Dechaos, Palsy Air
 Floraman	Fireball, Antidote, Curse Off
 Gulpple	Infernos, Sleep, Nap Attack
 HerbMan	Curse, Dance Shut, Focus
 MadPlant	Slow, Sap, Numb Off
 Maneater	Sleep Air, Drak Slash, Psyche Up
 Oniono	Rob Magic, Sleep Air, Charge Up
 RoseVine	Blade D, Bi Attack, Ultra Down
 Snapper	Stop Spell, Lure Dance, Call Help
 Stubsuck	Sleep, Step Guard, Zombie Cut
 Toadstool	Nap Attack, Sleep Air, Mouthshut
 TreeBoy	Heal, Ice Bolt, Curse Off
 Watabou	Whistle, Imitate, Chance
 WingTree	Step Guard, Zombie Cut, Farewell

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 Babble	Poison Hit, Surround, Eerie Light
 BoxSlime	Blaze, Upper, Ramming
 DrakSlime	Fire Air, Suck Air, Be Dragon
 FangSlime	Heal, Upper, Beast Cut
 GoldSlime	Surge, Big Bang, Chance
 Healer	Heal, Upper, Heal Us
 KingSlime	Heal, Vivify, Varrier
 Metabble	Sacrifice, Fireball, Bang
 MetalKing	Bolt, Ironize, Hell Blast
 Metaly	Blaze, Ice Bolt, Beat
 RockSlime	Strong D, Rock Throw, High Jump
 Slabbit	Whistle, Leg Sweep, Sidestep
 Slime	Fireball, Radiant, Mega Magic
 Slimeborg	Lightning, Blade D, Rain Slash
 SlimeNite	Heal, Upper, Beast Cut
 Snaily	Ice Bolt, Numb Off, Call Help
 SpotKing	Nap Attack, Cleancut, Mouthshut
 SpotSlime	Lushlicks, Call Help, Imitate
 TreeSlime	Sap, Paralyze, Sleep Air
 WingSlime	Tailwind, Squall Hit, Windbeast

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Zombie

Monster	Special
 BoneSlave	Bang, Bolt Slash, Bird Blow
 Copycat	Odd Dance, Transform, Imitate
 DarkCrab	Step Guard, Ironize, Magic Wall
 DeadNite	Heal, Numb Off, Curse Off
 DeadNoble	Beat, Heal Us, Tatsu Call
 Hork	Lush Licks, Poison Gas, Eerie Light
 MadSpirit	Sleep Air, Radiant, Thick Fog
 Mudron	Heal, Vivify, Beat
 Mummy	Paralyze, Evil Slash, Call Help
 NiteWhip	Fire Air, Lightning, Wind Beast
 PutrePup	Slow, Sap, Magic Back
 Reaper	Devil Cut, Eerie Light, Curse
 RotRaven	Lighting, Bolt Slash, Kamikaze
 Servant	Blaze, Ice Bolt, Focus
 Shadow	Frigid Air, KO Dance, Curse Off
 Skeletor	Sap, Bird Blow, BiAttack
 Skullgon	Frigid Air, Twin Slash, Ice Slash
 Spooky	Lush Licks, Radiant, Mouthshut
 WhiteKing	Infernos, Bolt, Chance
 WindMerge	Infernos, Curse Off, Barrier

The first game from the Monster series, which turned into a very successful spinoff franchise for Dragon Quest.

This game is also playable on the regular Game Boy, and it is in black and white on that system.

The playable character Terry is from Dragon Quest 6.

If you thought Pokémon was the only game in town for catching, training, battling and trading monsters, then you should think again. Dragon Warrior Monsters from Enix and Eidos brings a new twist to the arena of monster madness.

DRAGON WARRIOR MONSTERS®

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Bird Studio/Enix

EVERYONE
E
CONTENT RATED BY ESRB

WHERE THE WILD THINGS BRAWL

When a monster kidnaps Terry's sister and flees to the Kingdom of GreatTree, the young hero of Dragon Warrior Monsters is drawn into a grand adventure. Terry must recruit, train, battle and breed an army of monsters to win the Starry Night Tournament and free his sister.







HITCHHIKERS' GUIDE TO THE TREE

A RUDE AWAKENING

After Terry follows a creature named Whattabow to GreatTree, he meets the King and tells him about his kidnapped sister. The King agrees to help, but only if Terry becomes a Monster Master and wins the annual Starry Night Tournament.

The King's Favorite

To get started, you'll need a monster to help you recruit other monsters. Only monsters ever battle in DWM. The king volunteers one of his own monsters—a tentacled old critter named Hale.



AN EVIL PETTING ZOO?

There's nothing evil about the monsters in DWM. Many turn out to be valued companions once they join your stable. But Terry can travel with just three monsters at a time, so the rest of the monster crew has to wait at the Monster Farm.

Monster Daycare

Pulio will take care of Terry's excess monsters. When you recruit a new monster in the Mystic World, send it back to the farm and pick it up for training later.



Dragon Droppings

Look for a dragon in the sky above the Monster Farm. If you stand directly beneath it, the dragon will drop something for you to catch. The first drop is a valuable egg. Avoid the second drop.



The Pot of Gold

Treasure awaits at the western end of the Monster Farm. Look for the boy and his large pot. The boy puts items that he catches into the pot, and you can take them for your own use.



MONSTER MART

Traveling in the Mystic Worlds where the monsters dwell can deplete Terry's resources. Before venturing too far you would be wise to visit the Bazaar where you can purchase valuable items that will make the journey safer.

A Bazaar Place

The GreatTree Bazaar has people to talk to and items for purchase. The most important item early on is the BeastTail, which sells for 400 Gold. It points to the warp holes in the Mystic Worlds.



Words of Wisdom

The library in GreatTree is devoted to monster lore. You'll learn about monster families from the librarian and books. After collecting 100 monsters, a special collection will be opened up for you.



U-Store Inc.

If Terry loses a battle in DWM, he'll also lose all of his items and half his gold. To avoid this sort of disaster, you can store money and items in the Vault near the Bazaar.



SLIMEBORG IN LOVE

When you want to create new monsters from Slimeborgs, Horks or any of the 200 monster species in DWM, head to the lowest part of GreatTree after defeating the dragon. There you can breed new monsters from your party of monsters.

The Magic and Mystery

In the Shrine of the Starry Night is the Master Monster Tamer—the breeder of monsters. When two parent monsters have been selected and the Master writes it in the Journal, there's no going back.



What's in the Egg?

Visit the woman in the cave above the Shrine of the Starry Night. She can tell you the gender of the baby monster in the egg. She can change it's gender, as well.



THE MONSTER NURSERY

How do you make a better monster? Begin by selecting a monster from one of the nine families. The baby will belong to that family and share its attributes. Babies share the skills of both parents. Bred monsters evolve faster and reach higher levels than tamed monsters.









THE TRAVELS OF MONSTER POLO

THE MYSTIC WORLDS

Unfortunately, monsters aren't found in the world of Great-Tree. Terry must pass through the Traveler Gates to reach the Mystic Worlds where the monsters live. Once there, he'll battle, capture and train monsters.

Magical Maps

Every time Terry enters a Traveler Gate, the map of the Mystic World beyond will be different than on previous trips. The worlds exist on several levels, each accessible through warp holes.



The Bite Club

In addition to wild monsters, Terry will meet other Monster Masters while exploring the Mystic Worlds. These fellows are anxious to test their monsters and are likely to engage Terry in battle.



Sanctuaries in the Wild

Although Terry can't save his progress in the Journal while in the wilderness, he can save when he enters a shop or treasure chamber. He can also stock up on supplies in some of these rooms.



SURVIVAL SKILLS

Surviving the many battles in the Mystic Worlds is no picnic. The single most important strategy is to build up the levels of the monsters in your party by fighting. The following tips should keep your party strong.

Party Animals

The right mix of monsters is essential. Try to take at least one strong monster with one or two weak ones. In this mix, the strong can protect the weak while helping to build up their levels.



Venus and Mars

Include both male and female monsters in Terry's party to build up the levels of both. For successful breeding, monster pairs should be at level 10 or higher.



Monster Gossip

Talk to people in Great Tree to find out what types of monsters are found beyond which Traveler Doors. If you don't want to write it down, check out the location chart below.



Extra Help

Monsters aren't the only resource found in the Mystic Worlds. Terry can pick up all sorts of items such as Herbs for healing, Warp Wings for escaping and Ribs for taming wild monsters.



Lighten Up

With so many goodies to pick up in the Mystic Worlds, it makes sense to keep room in Terry's inventory for the good stuff. Use or sell the minor items such as Herbs and Beef Jerky.



MONSTER TOURS

These charts list the many species of monsters and the Traveler Gate where you'll find them. Use these charts, along with the Monster Family charts later in the article, to learn all that you can about the monsters. The first number in the parentheses is HP and the second is MP.

Before going into battle with the boss at the end of each world, boost your party's power with items. Save your MP for the fight.



Not all monster bosses work alone. Sometimes you'll find henchmen or other characters in the boss's lair.



Villager

Anteater
Picky
Stubsuck
Gohopper
Gremlin
Pillow Rat

Dragon (90/60)

Memories

Goopi
Pillow Rat
Dragon Kid
Catapila
Picky
Fairy Rat
Spot Slime

Mad Cat (200/30)

Peace

Spot Slime
Coil Bird
Crestpent
Dragon Kid
Bone Slave
Almiraj
Bull Bird
Hork

Fang Slime (400/40)

Talisman

Anteater
Mini Drak
Spooky
Goopi
Picky

Golem (100/20)

Bewilder

Mini Drak
Big Roost
Dragon Kid
Spot Slime
Evil Seed
Demonite
Hork

Face Tree (400/100)

Bravery

Demonite
One-Eye Clown
Bean Man
Floraman
Sabreman
Giant Worm
Bull Bird

Big Eye (500/40)

BATTLE READINESS

STARRY-EYED

There's more to preparing for the Starry Night Tournament than just fighting wild monsters in the Mystic Worlds. In GreatTree, you'll find help and other quests and tasks that help you become a true Monster Master.

Monster Talk

Don't forget to talk to the monsters themselves when you meet them in the Arena and Farm areas. Many of these tame creatures have sage advice for young Monster Masters.



Rock-Paper-Scissors

The Goopi monster in the chamber behind the Arena likes to play this classic game. Goopi always plays in the same order, so you just have to memorize the order to beat him.



The Queen of Clubs

Once you defeat Goopi at Rock-Paper-Scissors, he'll open up a stairway to the Queen's Chamber. She'll send you on a quest and reward you if you bring her a prize.



THE ARENA

The Arena is where Terry can test his skill as a Monster Master against the other masters of the kingdom. He'll have to move up in rank through seven classes before he'll be able to open all the Traveler Gates and reach the Starry Night Tournament.

G-Class

ROUND ONE	Dracky Anteater Dracky
ROUND TWO	Slime Stubsuck Slime
ROUND THREE	Spooky Hork Spooky

F-Class

ROUND ONE	Spot Slime Spot Slime Spot Slime
ROUND TWO	Mud Doll Almiraj Mud Doll
ROUND THREE	Skull Raven Putrepup Skullroo

E-Class

ROUND ONE	Crestpent Tree Slime Poisongon
ROUND TWO	Drak Slime Dragon Fairy Drak
ROUND THREE	Snaily Armorpede Snaily

D-Class

ROUND ONE	Saccer Florajay Mad Plant
ROUND TWO	Medusa Eye Mad Gopher Medusa Eye
ROUND THREE	Mad Cat Rogue Nite Mad Cat

C-Class

ROUND ONE	Spiky Boy Stub Bird Spiky Boy
ROUND TWO	Healer Rogue Nite Healer
ROUND THREE	Box Slime Rock Slime Box Slime

B-Class

ROUND ONE	Hammerman Hammerman Hammerman
ROUND TWO	Ag Devil Wind Merge Tree Boy
ROUND THREE	Army Crab Mad Dragon Army Crab

A-Class

ROUND ONE	Fire Weed Evil Beast Wyvern
ROUND TWO	Grizzly Lionex Grizzly
ROUND THREE	Toadstool Lipsy Toadstool

Strength

Mud Doll
Tree Slime
Skull Rider
Fairy Drak
Wing Tree
Drak Slime

Stone Man (800/36)

Joy

Snaily
Gulpple
Saccer
Mad Pecker
Dark Eye
Babble
Mummy

Funky Bird (1200/160)

Happiness

Gasgon
Oniono
Pixy
Gophecada
Dead Nite
Stub Bird
Spiky Boy

Jamira (1600/175)

Labyrinth

Chamelgon
Cactiball
Tail Eater
Rock Slime
Gismo
Duck Kite
Ag Devil
Wind Merge

Dark Horn (2000/130)

Reflection

Evil Wand
Evil Beast
Shadow
Slimeborg
Lizard Man
Grizzly
Wyvern
Fire Weed
Mad Hornet
Lionex
Rot Raven
Jewel Bag

Durran (3000/330)

Anger

Giant Worm
Giant Slug
Poisongon
Cat Fly
Eyeder
Putrepup
Drak Slime

Battle Rex (1000/50)

Wisdom

Facer
Tonguella
Florajay
Pteranod
Armorpede

Sky Dragon (1200/150)

Temptation

Spiky Boy
Mommonja
King Cobra
Slime Nite
Stag Bug
Misty Wing
Dark Eye

Servant (1000/250)

Judgment

Weed Bug
Tree Boy
Hammerman
Mad Goose
King Slime
Droll
Lizard Fly
Giant Moth

Akubar (2000/400)

MONSTER MAGNETISM

THE MONSTER CLASH

At the heart of Dragon Warrior Monsters are the battles between Terry's party and other monsters. There are a few differences between fighting wild and managed monsters, but the first rule is to have the strongest party in the battle.

The Plan

In the Mystic Lands, begin your battle with a plan. You'll have four options for each monsters: Charge, Mixed, Cautious and Command. If you choose Command, you can Attack, Defend, or use a special skill or magic.



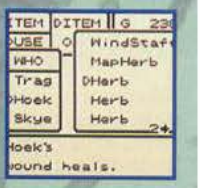
Mass Attack

During a difficult battle, you can gain a big advantage by using a skill that strikes all of your opponents at once. If you have a monster with such abilities, use the skill only when facing groups.



To Heal, or Not to Heal

If it's clear that you're going to lose a battle, switch off the game, return to your last saved position and start over. The alternative is to lose most of your items and gold. Remember to save your game often.



CATCH OF THE DAY

Another fine art in Dragon Warrior Monsters is the skill of catching wild monsters in the Mystic Worlds. The following tips will help you tempt and tease the wild monsters of your choice into joining your party.

Smaller Is Better

Your most powerful monsters may knock out a wild monster with one attack, and that won't give you a chance to coax the monsters into your fold. Command your biggest monsters to defend while trying to make a catch.



Monster Munchies

The way to a monster's heart is through its stomach. Use meat snacks such as Beef Jerky, Pork and Ribs to get the monsters to think kindly of you. The better the snack, the more likely the monsters will be to join you.



Selective Attacks

The last standing monster in a party will be the one that may join you. Weed out the ones you don't want by attacking them first. Use the Plan option to target your attacks.



FAMILY TIES

Each monster species belongs to a larger family of species with shared traits and abilities. It's good to know what these traits are when facing monsters in battle, and it's even more important to know the traits for breeding.


Demonite

Devil Family

These devilish little monsters are strong fighters with high HP, attack and defense strength. They can withstand strong attack magic and other special skills. Ogres, Demonites and Pixies belong to this family.


Droll

Bug Family

ArmyAnts, GoHoppers and Drolls all belong to the Bug Clan, an insectile family that is strong against poisonous attacks. The bugs have a great capacity for increasing their attack and defense strengths.


Spot Slime

Slime Family

Slimes may seem, well, slimy, but they're very supportive of other monsters during battles. They're also quick and grow rapidly. Spot Slime, Snaily, Healer and Metabble all belong to this family.


Dragon Kid

Dragon Family

As you might expect, the Dragon Family is strong when facing fire attacks, but these monsters also repel blizzard attacks. Every category is high for Dragons, but they grow slowly.


Anteater

Beast Family

Many of the Beast Family monsters resemble recognizable animals, but they have the power to resist special skills that lower monster parameters. They also have strong attack and high HP. Anteaters, Yetis and Grizzlies are all beasts.


Skull Raven

Bird Family

The Birds are speedy and grow quickly. They are strongest against thunder magic spells and special skills. Wyverns, Pickies and the Phoenix are all members of the Bird herd.


Evil Seed

Plant Family

You might not expect plants to be smart, but these monster plants have high intelligence and MP. They can grow to very high levels, as well, but they have low agility. The plant clan includes Evil Seeds, Fireweeds and Face Trees.


Putrepup

Zombie Family

This creepy clan has strong HP, but most of their other attributes are medium to low, and they're weak against such spells as paralysis. Horks, Spookies and Mummies are all from the Zombie Zone.


Goopi

Materials Family

This family consists of monsters that are made of non-biological materials such as mud and stone. As a result, they can resist cold and fire and they have very high defensive strength. Ice Men, Mud Dolls and Golems belong to this group.

THE CREATURE CATALOG

FEEBLE | WEAK | AVERAGE | GOOD | EXCELLENT

The numbers following the skills on the chart indicate the level at which the skill becomes available for use.

BEAST FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Ironturt							Cover 6, Strong D 15, Magic Back 17
Almiraj							Sleep 5, Berserker 15, Charge Up 15
Anteater							Lush Licks 8, Squall Hit 13, Metal Cut 13
Yeti							Ice Bolt 6, Ice Slash 12, War Cry 15
Hammerman							Charge Up 15, Evil Slash 16, Kamikaze 19
Wind Beast							Infernos 3, Ice Bolt 6, Vacuslash 12
Cat Fly							Slow 4, Stop Spell 10, Odd Dance 11
Wild Ape							Leg Sweep 7, Twin Slash 9, Call Help 18
Mad Gopher							Bird Blow 13, Zombie Cut 13, Charge Up 15
Mad Cat							Leg Sweep 7, Vacuslash 12, Squall Hit 13
King Leo							Fireball 4, Frigid Air 4, Bi Attack 20
Grizzly							Leg Sweep 7, Twin Slash 9, Squall Hit 13
Goategon							Fireball 4, Slow 4, Sleep Air 11
Super Ten							Hustle 19, KO Dance 21, Imitate 22
Skullroo							Drak Slash 13, Panidance 14, Charge Up 15
Gulp Beast							Ramming 13, Massacre 13, War Cry 15
Dark Horn							Sleep 5, Stop Spell 10, Psyche Up 13
Trumpeter							Sandstorm 11, Berserker 15, War Cry 15
Big Eye							Heal 2, Frigid Air 4, Ice Bolt 6
Pillow Rat							Sidestep 10, Ramming 13, Call Help 18
Fairy Rat							Slow 4, Surround 11, Slime Blow 13
Tonguella							Nap Attack 8, Lush Licks 8, Sleep Air 11
Saccer							Upper 3, Psyche Up 13, Palsy Air 17
Mommonja							Ice Bolt 6, Lure Dance 15, Mouthshut 18
Unicorn							Heal 2, Antidote 6, Vivify 15

DEVIL FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Arc Demon							Bang 5, Bolt Slash 12, Bird Blow 13
Akubar							Frigid Air 4, Bang 5, Focus 19
Mad Knight							Massacre 13, Beast Cut 13, Gigaslash 34
Goat Horn							Infernos 3, Bang 5, Ice Bolt 6
Ogre							Massacre 13, Metal Cut 13, Rain Slash 16
Orc							Sap 5, Bird Blow 13, Vivify 15
Eyeball							War Cry 15, Ironize 16, Magic Back 17
Gigantes							Zombie Cut 13, Charge Up 15, Evil Slash 16
Chop Clown							Vacuslash 12, Squall Hit 13, Twin Hits 18
Gremlin							Heal 2, Fireball 4, Stop Spell 10
Grendal							Cover 6, Fire Slash 12, Drak Slash 13
Gate Guard							Blaze 2, Cleancut 13, Thick Fog 23
Jamirus							Blaze 2, Tailwind 12, Bi Attack 20
Ag Devil							Sacrifice 2, Fireball 4, Sleep Air 11
Skull Rider							Leg Sweep 7, Fire Slash 12, Rain Slash 16
Centasaur							Magic Back 10, Fire Slash 12, Rain Slash 16
Dark Eye							Metal Cut 13, Radiant 13, Palsy Air 17
Evil Armor							Fire Slash 12, Bolt Slash 12, Drak Slash 13
Durran							Drak Slash 13, Bird Blow 13, Wind Beast 14
Pixy							Speed 2, Antidote 6, Twin Hits 18
One-eye Clown							Blaze 2, Fireball 4, Ice Bolt 6
Demonite							Blaze 2, Frigid Air 4, Fire Slash 12
Evil Beast							Fireball 4, Frigid Air 4, Ironize 16
Medusa Eye							Sap 5, Surround 11, Shears 13
Lionex							Infernos 3, Vacuslash 12, Heal Us 21

BIRD FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Bull Bird							Ramming 13, Shears 13, Charge Up 15
Big Roost							Sandstorm 11, Vacuslash 12, Dodge 19
Stub Bird							Bug Blow 13, Lure Dance 16, Twin Hits 18
Wyvern							Heal 2, Frigid Air 4, Sleep 5
Mad Goose							Odd Dance 11, Panic All 13, Lure Dance 15
Zap Bird							Lightning 11, Bolt Slash 12, Hell Blast 35
Duck Kite							Sleep 5, Panic All 13, Curse 16
Skull Raven							Tailwind 12, Drak Slash 13, High Jump 21
Mad Pecker							Infernos 3, Sap 5, Vacuslash 12
Dracky							Sleep 5, Antidote 6, Rob Magic 8
Rain Hawk							Strong D 15, Surge 24, Mega Magic 39
Florajay							Speed 2, Beast Cut 13, Lifesong 28
Phoenix							Fire Air 4, Tailwind 12, Squall Hit 13
Picky							Sap 5, Surround 11, Bug Blow 13
Funky Bird							Panidance 14, Hustle 19, Lifedance 31
Mad Condor							Fireball 4, Heal Us 21, Multicut 29
Blizzardy							Frigid Air 4, Ice Slash 12, Beat 17
Misty Wing							Surround 11, Eerie Light 15, Barrier 19
Land Owl							Infernos 3, Sidestep 10, Bolt Slash 12
Whip Bird							Ironize 16, Tatsu Call 21, Thick Fog 23

BUG FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Giant Slug							Whistle 5, Lush Licks 8, Dodge 19
Giant Worm							Step Guard 11, Odd Dance 11, Beast Cut 13
Catapila							Upper 3, Poison Gas 6, Thick Fog 23
Gohopper							Rob Magic 8, Charge Up 15, Call Help 18
Army Ant							Nap Attack 8, Call Help 18, Kamikaze 19
Army Crab							Upper 3, Metal Cut 13, Call Help 18
Armorpian							Zombie Cut 13, Evil Slash 16, Lure Dance 16
Butterfly							Surround 11, Curse 16, Call Help 18
Gophecada							Beat 17, Magic Back 17, Call Help 18
Digster							Suck All 14, Strong D 15, Farewell 33
Tail Eater							Poison Gas 6, Ice Slash 12, Radiant 13
Giant Moth							Paralyze 10, Radiant 13, Wind Beast 14
Weed Bug							Rob Magic 8, Barrier 19, Magic Wall 20
Droll							Slow 4, Step Guard 11, Shears 13
Stag Bug							Fire Air 4, Sleep 5, Leg Sweep 7
Mad Hornet							Poison Hit 6, Paralyze 10, Tailwind 12
Hornbeet							Bolt Slash 12, Devil Cut 13, Rock Throw 17
Eyeder							Heal 2, Fireball 4, Map Magic 11
Armorpede							Upper 3, Twin Slash 9, Twin Hits 18
Lipsy							Nap Attack 8, Lush Licks 8, Ahh 11

PLANT FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Evil Seed							Paralyze 10, Cleancut 13, Radiant 13
Oniono							Rob Magic 8, Sleep Air 11, Charge Up 15
Gulpple							Infernos 3, Sleep 5, Nap Attack 8
Fireweed							Blaze 2, Dechaos 7, Palsy Air 17
Stubsuck							Sleep 5, Step Guard 11, Zombie Cut 13
Amberweed							Twin hits 18, Barrier 19, Magic Wall 20
Cactiball							Paralyze 10, Odd Dance 11, High Jump 21
Face Tree							Stop Spell 10, Odd Dance 11, Curse 16
Dance Vegi							Sidestep 10, Lure Dance 15, KO Dance 21
Floraman							Fireball 4, Antidote 6, Curse Off 8

PLANT FAMILY MONSTERS (CONTINUED)

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Bean Man							Rob Magic 8, Map Magic 11, Twin Hits 18
Snapper							Stop Spell 10, Lure Dance 16, Call Help 18
Wing Tree							Step Guard 11, Zombie Cut 13, Farewell 33
Tree Boy							Heal 2, Ice Bolt 6, Curse Off 8
Toadstool							Nap Attack 8, Sleep Air 11, Mouthshut 18
Mad Plant							Slow 4, Sap 5, Numb Off 9
Maneater							Sleep Air 11, Drak Slash 13, Psyche Up 13
Herb Man							Curse 16, Dance Shut 17, Focus 19
Rose Vine							Blade D 15, Bi Attack 20, Ultra Down 22
Watabou							Whistle 5, Imitate 22, Chance 41

SLIME FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
King Slime							Heal 2, Vivify 15, Barrier 19
Gold Slime							Surge 24, Big Bang 37, Chance 41
Rock Slime							Strong D 15, Rock Throw 17, High Jump 21
Slime							Fireball 4, Radiant 13, Mega Magic 39
Snaily							Ice Bolt 6, Numb Off 9, Call Help 18
Tree Slime							Sap 5, Paralyze 10, Sleep Air 11
Slime Nite							Heal 2, Upper 3, Beast Cut 13
Fang Slime							War Cry 15, Charge Up 15, Call Help 18
Slimeborg							Lightning 11, Blade D 15, Rain Slash 16
Slabbit							Whistle 5, Leg Sweep 7, Sidestep 10
Drak Slime							Fire Air 4, Suck Air 18, Be Dragon 28
Metabble							Sacrifice 2, Fireball 4, Bang 5
Wing Slime							Tailwinc 12, Squall Hit 13, Windbeast 14
Babble							Poison Hit 6, Surround 11, Eerie Light 15
Spot King							Nap Attack 8, Cleancut 13, Mouthshut 18
Spot Slime							Lushlicks 8, Call Help 18, Imitate 22
Healer							Heal 2, Upper 3, Heal Us 21
Box Slime							Blaze 2, Upper 3, Ramming 13
Metal King							Bolt 7, Ironize 16, Hell Blast 35
Metaly							Blaze 2, Ice Bolt 6, Beat 17

ZOMBIE FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Putrepup							Slow 4, Sap 5, Magic Back 17
Wind Merge							Infernos 3, Curse Off 8, Barrier 19
Mad Spirit							Sleep Air 11, Radiant 13, Thick Fog 23
Skeletor							Sap 5, Brd Blow 13, Bi Attack 20
Hork							Lush Licks 8, Poison Gas 10, Eerie Light 15
Spooky							Lush Licks 8, Radiant 13, Mouthshut 18
Reaper							Devil Cut 13, Eerie Light 13, Curse 16
Dead Noble							Beat 17, Heal Us 21, Tatsu Call 21
Shadow							Frigid Air 4, KO Dance 21, Thick Fog 23
Dead Nite							Heal 2, Numb Off 7, Curse Off 8
Skullgon							Frigid Air 4, Twin Slash 9, Ice Slash 12
Dark Crab							Step Guard 11, Ironize 16, Magic Wall 20
Nite Whip							Fire Air 4, Lightning 11, Wind Beast 14
Boneslave							Bang 5, Bolt Slash 12, Bird Blow 13
Servant							Blaze 2, Ice Bolt 6, Focus 19
Mudron							Heal 2, Vivify 15, Beat 17
Copycat							Odd Dance 11, Transform 22, Imitate 22
Mummy							Paralyze 10, Evil Slash 16, Call Help 18
Rot Raven							Lightning 11, Bolt Slash 12, Kamikaze 19
White King							Infernos 3, Bolt 7, Chance 41

DRAGON FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Andreal							Infernos 3, Poison Hit 10, Surround 11
Wingsnake							Poison Hit 10, Squall Hit 13, High Jump 21
Chamelgon							Paralyze 10, Panic All 13, Palsy Air 17
Tortragon							Lightning 11, Ironize 16, Magic Back 17
King Cobra							Poison Hit 6, Curse 16, KO Dance 21
Great Drak							Frigid Air 4, Ice Slash 12, Suck All 14
Coatol							Bang 5, Bolt Slash 12, Evil Slash 16
Minidrak							Sandstorm 11, Running 13, Call Help 18
Divinegon							Frigid Air 4, Meditate 27, Big Bang 37
Sky Dragon							Fire Air 4, Suck Air 18, Multicut 29
Swordgon							Cleancut 13, Blade D 15, Rainslash 16
Spikerous							Berserker 15, Rock Throw 17, Kamikaze 19
Crestpent							Poison Hit 6, Stop Spell 10, Bedragon 29
Dragon							Fire Air 4, Fire Slash 12, Suck All 14
Dragon Kid							Fire Air 4, Sleep Air 11, Dodge 19
Mad Dragon							Massacre 13, Lure Dance 15, Evil Slash 16
Battle Rex							Fire Air 4, Metal Cut 13, Evil Slash 16
Gasgon							Sacrifice 2, Berserker 15, Farewell 33
Fairy Drak							Lush Licks 8, Sleep Air 11, Surround 11
Pteranod							Fireball 4, Tailwind 12, Wind Beast 14
Poisongon							Poison Hit 6, Lush Licks 8, Poison Gas 10
Orochi							Fire Air 4, Fire Slash 12, Bi Attack 20
Rayburn							Poison Hit 6, Vacuslash 12, Devil Cut 13
Lizard Fly							Fireball 4, Fire Air 4, Wind Beast 14
Lizard Man							Beast Cut 13, Evil Slash 16, Gigaslash 34

MATERIAL FAMILY MONSTERS

	Hit Points	Magic	Attack	Defense	Agility	Intelligence	Special Skills
Mad Mirror							Map Magic 11, Stop Spell 17, Transform 22
Evil Pot							Sleep 5, Cover 13, Beat 17
Stone Man							Cover 6, Suck All 14, Meditate 27
Evil Wand							Frigid Air 4, Dechaos 7, Map Magic 11
Jewel Bag							Fireball 4, Stop Spell 10, Panic All 13
Mad Candle							Blaze 2, Whistle 5, Psyche Up 13
Gismo							Fire Air 4, Frigid Air 4, Suck Air 18
Roboster							Squall Hit 13, Rain Slash 16, Bi Attack 20
Gold Golem							Tatsu Call 21, Surge 24, Big Bang 37
Golem							Psyche Up 13, Charge Up 15, Strong D 15
RogueNite							Heal 2, Metal Cut 13, Evil Slash 16
Facer							Sacrifice 2, Infernos 3, Lifesong 28
Spiky Boy							Sacrifice 2, Slime Blow 13, High Jump 21
Mud Doll							Sidestep 10, Odd Dance 11, Hustle 19
Coil Bird							Dechaos 7, Numb Off 9, Suck All 14
Curse Lamp							Speed 2, Upper 3, Twin Hits 18
Bomb Crag							Sacrifice 2, Meditate 27, Farewell 33
Balzac							Bang 5, Bolt 7, Multicut 29
Sabreman							Rob Magic 8, Paralyze 10, Devil Cut 13
Ice Man							Frigid Air 4, Ice Bolt 6, Strong D 15
Goopi							Leg Sweep 7, Call Help 18, Dodge 19
Voodoll							Sap 5, Surround 11, Panic All 13
Mimic							Blaze 2, Step Guard 11, Beat 17
Metal Drak							Sandstorm 11, Massacre 13, Rock Throw 17
Lava Man							Blaze 2, Fire Air 4, Cover 6

A GAME OF MONSTROUS PROPORTIONS

The tips and charts in this review should help you on your way, and don't forget that DWM uses the Game Link for fighting and breeding monsters with other Monster Masters. It's a bit more serious than Pokémon, but RPG fans will love the experience.

GreatLog - a small island kingdom that floats in the middle of the southern seas. A small ship sails towards the kingdom, bearing a family with the dream of opening a farm for monsters in a new land. The family's children, a sister and a brother, stare bright-eyed at the emergence of GreatLog over the blue horizon.
Thus begins the tale of Tara and Cobi, soon to be embroiled in a grand and harrowing adventure upon arrival...

Released on September 15th, 2001 for the Nintendo Game Boy Color, Dragon Warrior Monsters 2 is the adventure of Cobi and Tara, the brother and sister destined to become great Monster Breeders, while saving their entire kingdom in the process.



Cobi and Tara are both in a family of monster breeders who have come to the Kingdom of Greatlog to make a living. Shortly after they arrive, their mother tells them to pick up a Nut Pie from the Vault. As they are heading towards the Vault, they run into the Prince and his companion Warubo, making trouble for the townspeople. Unfortunately, after they get the pie, it is taken by the Prince and his cohort. Cobi and Tara follow them to a cave underneath the kingdom, where the two are arguing about who should get the goods. Cobi and Tara try to get the pie back but, in the process, knock a big plug out of a hole. The Prince leaves frantically and Warubo uses himself to plug up the hole. He tells Cobi and Tara that the plug allows the island of GreatLog to stay afloat and without it, it will sink. He tells them to get a monster master and ask for his or her assistance. But when they cannot find anyone, Warubo says that they will have to do it. A quest to save the kingdom has now begun.

Dragon Warrior Monsters 2 comes in two separate game cartridges. One is titled Cobi's Journey, and the other as Tara's Adventure. This gives you the opportunity to play as either character, or even both, depending on which game or games you own. The game allows the player to form a team of monsters from various Dragon Quest titles. Controlling either Cobi or Tara, the player begins on Greatlog, where there are various shops, a monster farm, breeding area, and an arena. By advancing in the story, the player is given keys that unlock new worlds from Greatlog, which acts as a base for the player. There are other keys which feature randomly created worlds for the player to explore. In the optional worlds, the player needs to fight a certain number of monsters to reach the final, randomized boss of the world. Some of the worlds feature rare monsters, while some have very common monsters, depending on the name of the key.

Battles are fought in a turn-based system. The player can have three monsters out at a time for battle. Monsters found in the wild can also join the player's team. The last monster defeated always has a small chance of joining, and by feeding it different types of meat, the chances rise.

Dragon Warrior Monsters 2 sold around 1.5 million copies in Japan. While this was less than its predecessor Dragon Warrior Monsters, it was still good enough to keep the series going. With the release of Dragon Warrior Monsters 2 in the U.S. and Japan, Enix established a successful spinoff series to the legendary Dragon Quest franchise.

 Cobi	Tara's older brother. He remains on the farm to look after Tara's monsters while she is traveling in other worlds.
 Tara	A girl who has come to the island kingdom of GreatLog with her family of monster farmers. A strange turn of events makers her a Monster Master, and puts her on a fantastic adventure in search of a plug for GreatLog's navel.
 Prince Kameha	GreatLog's young prince known for being Warubou's partner in mischief. Sure enough, he challenges the newcomer kids with a seemingly harmless spot of naughtiness.
 Warubou	The spirit of GreatLog and the creature responsible for sending Tara on her journey to other worlds in searck of a plug for GreatLog's navel.

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Almiraj	Sleep, Berserker, Charge Up
 Antbear	Lush Licks, Squall Hit, Metal Cut
 ArrowDog	Blaze, Call Help, Mouth Shut
 BeastNite	Sleep, Rain Slash, Giga Slash
 Beavern	Ice Bolt, Charge Up, Geyser
 BigEye	LoveRain, Frigid Air, Ice Bolt
 CatFly	Slow, Stop Spell, Odd Dance
 CatMage	Blaze, Surround, Transform
 DarkHorn	Sleep, Stop Spell, Psyche Up
 Dumbira	Metal Cut, Rain Slash, Twin Slash
 FairyRat	Slow, Surround, Slime Blow
 Goategon	Fireball, Slow, Sleep Air
 Gorago	Bang, Massacre, Eerie Lite
 Grizzly	Leg Sweep, Twin Slash, Squall Hit
 GulpBeast	Ramming, Massacre, War Cry
 HammerMan	Charge Up, Evil Slash, Kamikaze
 Ironturt	Cover, Strong D, Magic Back
 KingLeo	Fireball, Frigid Air, Bi Attack
 MadCat	Leg Sweep, Vacuslash, Squall Hit
 MadGopher	Bird Blow, Zombie Cut, Informer
 Mommonja	Cure Dance, Mouth Shut, Eagle Eye
 NoctoKing	Surround, Sleep Air, Thick Fog
 PillowRat	Slow, Ramming, Side Step
 Saccer	Upper, Psyche Up, Palsy Air
 Skullroo	ChargeUp, PaniDance, EagleEye
 SuperTen	Hustle, KO Dance, Imitate
 Tonguella	Nap Attack, Lush Licks, Sleep Air
 Trumpeter	Sandstorm, Berserker, War Cry
 Unicorn	Heal, Antidote, Vivify
 WildApe	Leg Sweep, Twin Slash, Errand
 WindBeast	Infernos, Ice Bolt, Vacuslash
 Yeti	Ice Bolt, Ice Slash, War Cry

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 AquaHawk	Curse Off, Squall Hit, Aqua Wall
 Azurile	Hell Blast, Meditate, Life Song
 BigRoost	Sandstorm, Vacuslash, Dodge
 Blizzardy	Frigid Air, Ice Slash, Beat
 BullBird	Ramming, Shears, Charge Up
 CragDevil	Infernos, Panic All, Eagle Eye
 Dracky	Sleep, Antidote, Rob Magic
 DuckKite	Sleep, Panic All, Curse
 Emyu	Wind Beast, Hustle, Errand
 Florajay	Speed, Beast Cut, Life Song
 FunkyBird	Panidance, Hustle, Lifedance
 Guardian	Infernos, WindBeast, AquaCut
 KiteHawk	Magic Wall, Curse, Tail Wind
 LandOwl	Infernos, Sidestep, Bold Slash
 MadCondor	Fireball, Heal Us, Multicut
 MadGoose	Odd Dance, Panic All, Lucre Dance
 MadPecker	Infernos, Sap, Vacuslash
 MadRaven	Tailwind, Drak Slash, High Jump
 MistyWing	Surround, Eerie Light, Barrier
 Phoenix	Fire Air, Tailwind, Squall Hit
 Picky	Sap, Surround, Bug Blow
 RainHawk	Strong D, Surge, Mega Magic
 Shantak	Heal Us, Fire Air, Seal All
 StubBird	Bug Blow, Lure Dance, Twin Hits
 WhipBird	Tronize, Tatsu Call, Thick Fog
 Wyvern	Heal, Frigid Air, Sleep
 ZapBird	Lightning, Bold Slash, Hell Blast

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 AsuraZoma	FireAir, GigaSlash, Focus
 Baramos	Bang, RockThrow, Hellblast
 Darck	Firebal, Bang, ChargeUp
 Darkdrium	FireAir, FrigidAir, Bolt
 Deathmore	TatsuCall, Hellblast, BigBang
 Deathmore	FireAir, Ramming, UltraDown
 Deathmore	Focus, DeMagic, BigBang
 Dracolord	Firebal, Meditate, BeDragon
 Dracolord	FireAir, Massacre, Surge
 Esterk	RainSlash, BiAttack, GigaSlash
 Genosidoh	Barrier, WindBeast, MultiCut
 Hargon	Firebal, Bang, TatsuCall
 LordDraco	Bolt, HellBlast, Focus
 Mirudraas	Blaze, Bang, Bolt
 Mirudraas	FireAir, SuckAir, DeMagic
 Mudou	FireAir, FrigidAir, PoisonGas
 Orgodemir	Bang, EvilSlash, Focus
 Orgodemir	MegaMagic, DeMagic, LifeSong
 Pizzaro	FireAir, BiAttack, Hellblast
 PsychoPiz	BigBang, FrigidAir, DeMagic
 Sidoh	FireAir, FrigidAir, Hellblast
 Zoma	FrigidAir, DeMagic, BigBang

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Armorpede	Upper, Twin Slash, Twin Hits
 Armorpion	Zombie Cut, Evil Slash, Lure Dance
 ArmyAnt	Nap Attck, Call Help, Kamikaze
 ArmyCrab	Upper, Metal Cut, Call Help
 Belzebub	Firebal, Farewell, Ramming
 Butterfly	Surround, Curse, Call Help
 Catapila	Upper, Poison Gas, Thick Fog
 Digster	Suck All, Strong D, Farewell
 Droll	Slow, Step Guard, Shears
 Eyeder	Heal, Fireball, Map Magic
 GiantMoth	Paralyze, Radiant, Wind Beast
 GiantSlug	Whistle, Lush Licks, Dodge
 GiantWorm	Step Guard, Odd Dance, Best Cut
 GoHopper	Rob Magic, Charge Up, Call Help
 Gophecada	Beat, Magic Back, Call Help
 HornBeet	Bolt Slash, Devil Cut, Rock Throw
 Lipsy	LushLicks, Ahhh, Pheromone
 MadHornet	Poison Hit, Paralyze, Tailwind
 MultiEyes	Sap, TwinHits, PalsyAir
 Pyuro	Speed, WindBeast, MouthShut
 Sickler	Infernos, DevilCut, SquallHit
 Skularach	Lightning, BiAttack, PoisonGas
 StagBug	Fire Air, Sleep, Leg Sweep
 TailEater	Poison Gas, Ice Slash, Radiant
 WarMantis	VacuSlash, Shears, GigaSlash
 WeedBug	Rob Magic, Barrier, Magic Wall

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 1EyeClown	Blaze, Fireball, Ice Bolt
 AgDevil	Sacrifice, Fireball, Sleep Air
 Akubar	Frigid Air, Bang, Focus
 ArcDemon	Bang, VacuSlash, BoltSlash
 BossTroll	Massacre, Ramming, Cover
 Bubblemon	Watershot, IceSlash, BladeD
 Centasaur	StopSpell, FireSlash, RainSlash
 ChopClown	Vacuslash, Squall Hit, Twin Hits
 DarkEye	CleanCut, PalsyAir, Radiant
 Demonite	Blaze, Frigid Air, Fire Slash
 Durran	Drak Slash, Bird Blow, Wind Beast
 EvilArmor	FireSlash, BoltSlash, AquaCut
 EvilBeast	Fireball, Frigid Air, Ironize
 EvilWell	Blaze, ChargeUp, WarCry
 Eyeball	MagicBack, WarCry, Outside
 GateGuard	Blaze, Cleancut, Thick Fog
 Gigantes	SlimeBlow, ChargeUp, EvilSlash
 GoatHorn	Infernos, Bang, Ice Bolt
 Gremlin	Heal, Fireball, Stop Spell
 Grendal	Cover, Fire Slash, Drak Slash
 Jamirus	Blaze, Tailwind, BiAttack
 LampGenie	Heal, Sleep, TailWind
 Lionex	Infernos, Vacuslash, Heal Us
 MadKnight	Massacre, Beast Cut, Gigaslash
 MedusaEye	Sap, Surround, Shears
 Ogre	MetalCut, PsycheUp, Massacre
 Orc	Sap, Bird Blow, Vivify
 Pixy	Antidote, TwinHits, SealPray
 SkullRider	Leg Sweep, Fire Slash, Rain Slash
 Titanis	Bang, Beserker, UltraDown

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Andreal	Infernos, Poison Gas, Surround
 BattleRex	Fire Air, Metal Cut, Evil Slash
 Chamelgon	Paralyze, Panic All, Palsy Air
 Coatol	Bang, BoltSlash, EvilSlash
 Crestpent	Poison Hit, Stop Spell, Bedragon
 Divinegon	Frigid Air, Meditate, Big Bang
 Dragon	Fire Air, Fire Slash, Seal All
 DragonKid	Fire Air, Sleep Air, Dodge
 Drygon	Sap, Ramming, WarCry
 FairyDrak	Lush Licks, Sleep Air, Surround
 Gasgon	Sacrifice, Berserker, Farewell
 GigaDraco	FireAir, RockThrow, Massacre
 GreatDrak	Frigid Air, Ice Slash, Seal All
 KingCobra	Poison Hit, Curse, Ko Dance
 LizardFly	Firebal, Sap, FireAir
 LizardMan	AquaCut, GigaSlash, EvilSlash
 MadDragon	EvilSlash, Massacre, CureDance
 Minidrak	Sandstorm, Running, Call Help
 Orligon	TwinHits, Beserker, StrongD
 Orochi	Fire Air, Fire Slash, Bi Attack
 Poisongon	Poison Hit, Lush Licks, Poision Gas
 Pteranod	Fireball, Tailwind, Wind Beast
 Rayburn	VacuSlash, DevilCut, PoisonHit
 Serpentia	SlimeBlow, DevilCut, RainSlash
 SkyDragon	Fire Air, Suck Air, Multicut
 SnakeBat	RockThrow, LushLicks, Errand
 Spikerous	Berserker, Rock Throw, Kamikaze
 Swordgon	Cleancut, Blade D, Rainslash
 Tortragon	Lightning, Ironize, Magic Back
 Vampirus	Infernos, CallHelp, BiAttack
 Wingsnake	Poison Gas, Squall Hit, High Jump

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Balzak	Bang, Bolt, Multicut
 BombCrag	Sacrifice, Farewell, RockThrow
 Brushead	OddDance, SandStorm, LoveRain
 CloudKing	Infernos, Barrier, Surge
 CoilBird	Dechaos, Numb Off, Seal All
 CurseLamp	Speed, Upper, Twin Hits
 DarkMate	Beat, HellBlast, EerieLite
 EvilPot	Beat, Massacre, Outside
 EvilWand	Frigid Air, Dechaos, Map Magic
 Exaucers	TakeMagic, WindBeast, PaniDance
 Facer	Sacrifice, Infernos, Lifesong
 Gismo	Fire Air, Frigid Air, Suck Air
 GoldGolem	Tatsu Call, Surge, Big Bang
 Golem	ChargeUp, PsycheUp, Meditate
 Goopi	Leg Sweep, Call Help, Dodge
 IceMan	Frigid Air, Ice Bolt, Strong D
 JewelBag	Fireball, Stop Spell, Panic All
 Lavaman	Blaze, Fire Air, Cover
 MadCandle	Blaze, Whistle, Psyche Up
 MadMirror	Magic Back, Transform, Outside
 MetalDrak	FireAir, Massacre, SandStorm
 Mimic	Blaze, Beat, EagleEye
 Mud Doll	Sidestep, Odd Dance, Hustle
 ProtoMech	SlimeBlow, ChargeUp, Ramming
 Puppetor	OddDance, CureDance, Pheromone
 Roboster	Squall Hit, Rain Slash, Bi Attack
 Roboster	BoltSlash, MetalCut, GigaSlash
 RogueNite	Heal, Metal Cut, Evil Slash
 Sabreman	Rob Magic, Paralyze, Devil Cut
 SpikyBoy	Sacrifice, Slime Blow, High Jump
 StoneMan	StrongD, Cover, SealAll
 Voodoll	Sap, Surround, Panic All

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 AmberWeed	Twin Hits, Barrier, Magic Wall
 BeanMan	Rob Magic, Map Magic, Twin Hits
 Cactiball	Paralyze, Odd Dance, High Jump
 DanceVegi	Sidestep, Cure Dance, KO Dance
 Devipine	Beat, SleepAir, PoisonGas
 Egdracil	Vivify, SleepAir, SealAll
 Eggplaton	Mpass, OddDance, CureDance
 EvilSeed	Paralyze, Cleancut, Radiant
 FaceTree	Stop Spell, Odd Dance, Curse
 Fireweed	Blaze, Dechaos, Palsy Air
 Floraman	Fireball, Antidote, Curse Off
 FooHero	Bolt, Heal, GigaSlash
 GhosTree	RobMagic, CureDance, EerieLite
 Gulpple	NapAttack, HighJump, SleepAir
 HerbMan	Curse, Dance Shut, Focus
 MadPlant	Slow, Sap, Numb Off
 Maneater	Sleep Air, Drak Slash, Psyche Up
 Oniono	Rob Magic, Sleep Air, Charge Up
 RoseVine	Blade D, Bi Attack, Ultra Down
 Slurperon	Sleep, OddDance, LushLicks
 Snapper	StopSpell, CallHelp, RainSlash
 Stubsuck	Sleep, Step Guard, Zombie Cut
 Toadstool	Nap Attack, Sleep Air, Mouthshut
 TreeBoy	Mpass, CurseOff, Hustle
 Warubou	Mpass, DeMagic, Pheromone
 Watabou	Whistle, Imitate, Chance
 WingTree	Step Guard, Zombie Cut, Farewell

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Babble	Poison Hit, Surround, Eerie Light
 BoxSlime	Blaze, Upper, Ramming
 DrakSlime	Fire Air, Suck Air, Be Dragon
 FangSlime	CallHelp, ChargeUp, WarCry
 GoldSlime	Surge, Big Bang, Chance
 GranSlime	Farewell, Focus, Informer
 HaloSlime	Sleep, SealPray, LifeSong
 Healer	Heal, Upper, Heal Us
 KingSlime	Mpass, Barrier, Vivify
 Metabble	Sacrifice, Fireball, Bang
 MetalKing	Bolt, Ironize, Hell Blast
 Metaly	Blaze, Ice Bolt, Beat
 MimeSlime	PanicAll, Ahhh, LoveRain
 PearlGel	Upper, ChargeUp, Radiant
 RockSlime	Strong D, Rock Throw, High Jump
 Slabbit	Whistle, Leg Sweep, Sidestep
 Slime	Fireball, Radiant, Mega Magic
 Slimeborg	Lightning, Blade D, Rain Slash
 SlimeNite	Heal, Upper, Beast Cut
 Snaily	Ice Bolt, Numb Off, Call Help
 SpotKing	Nap Attack, Cleancut, Mouthshut
 SpotSlime	CleanCut, NapAttack, MouthShut
 TreeSlime	Sap, Paralyze, Sleep Air
 TropicGel	Mpass, SleepAir, LushLicks
 WingSlime	Tailwind, Squall Hit, Windbeast
 WonderEgg	Sacrifice, Ironize, Chance

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Anemon	Firebal, Paralyze, PoisonGas
 Angleron	Bolt, Surround, SleepAir
 Aquadon	RobMagic, WindBeast, Beserker
 Aquarella	Barrier, SquallHit, Geyser
 AxeShark	Sap, RainSlash, Cover
 CancerMan	BoltSlash, BeastCut, RainSlash
 Clawster	DrakSlash, MetalCut, BiAttack
 Digong	FireAir, Ramming, PoisonGas
 FishRider	BoltSlash, RainSlash, Dodge
 Gamanian	Firebal, NapAttack, LushLicks
 Grakos	TwinHits, HighJump, SandStorm
 HoodSquid	CallHelp, BiAttack, CureDance
 KingSquid	Vivify, RainSlash, PsycheUp
 Merman	Vivify, Sap, SleepAir
 MerTiger	Icebolt, Sleep, WarCry
 Moray	Sleep, PsycheUp, PoisonGas
 Octogon	Mpass, BiAttack, Hustle
 Octokid	Heal, Mpass, CureDance
 Octoraid	DrakSlash, SquallHit, GigaSlash
 Octoreach	OddDance, PaniDance, Geyser
 Petiteel	Speed, TwinHits, Ramming
 Poseidon	Bolt, Focus, Dodge
 Pumpoise	CallHelp, SuckAir, Dodge
 PutreFish	PanicAll, Watershot, Ramming
 RayGigas	Firebal, MouthShut, AquaWall
 RogueWave	Watershot, PoisonGas, AquaWall
 RushFish	Upper, Kamikaze, SandStorm
 Scallopa	Upper, MagicWall, Radiant
 SeaHorse	FrigidAir, Geyser, BladeD
 Starfish	Upper, PoisonHit, OddDance
 WalrusMan	BugBlow, EvilSlash, Massacre
 WhaleMage	Antidote, Watershot, Geyser

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 BoneSlave	Bang, BoltSlash, BiAttack
 CaptDead	CallHelp, AquaCut, SquallHit
 Copycat	Odd Dance, Transform, Imitate
 DarkCrab	Step Guard, Ironize, Magic Wall
 DeadNite	Heal, Dechaos, CurseOff
 DeadNoble	HealUs, AquaCut, TatsuCall
 FoxFire	Blaze, Firebal, Outside
 Hork	Lush Licks, Poison Gas, Eerie Light
 Inverzon	Surround, PoisonGas, SideStep
 Lazamanus	TakeMagic, K.O. Dance, LifeDance
 MadSpirit	Sleep Air, Radiant, Thick Fog
 Mudron	Beat, Mpass, Vivify
 Mummy	Paralyze, Evil Slash, Call Help
 NiteRich	Beat, ThickFog, BladeD
 NiteWhip	WindBeast, Lightning, Informer
 PomPomBom	Beat, ThickFog, LifeDance
 PutrePup	Slow, Sap, Magic Back
 Reaper	Devil Cut, Eerie Light, Curse
 RotRaven	Lighting, Bolt Slash, Kamikaze
 Servant	Blaze, Ice Bolt, Focus
 Shadow	FrigidAir, K.O. Dance, ThickFog
 Skeletor	Sap, Bird Blow, BiAttack
 Skullgon	Frigid Air, Twin Slash, Ice Slash
 Skulpent	Beat, PoisonHit, Dodge
 Spooky	Radiant, MouthShut, Outside
 WhiteKing	Infernos, Bolt, Chance
 WindMerge	Infernos, Curse Off, Barrier

This game is also playable on the regular Game Boy, and it is in black and white on that system.

Released as 2 separate games on the same day, Cobi's Journey and Tara's Adventure

It is rumored that the reason for 2 separate releases of the game, one as Cobi and one as Tara, was to attract more females to the series to play on the Tara version.

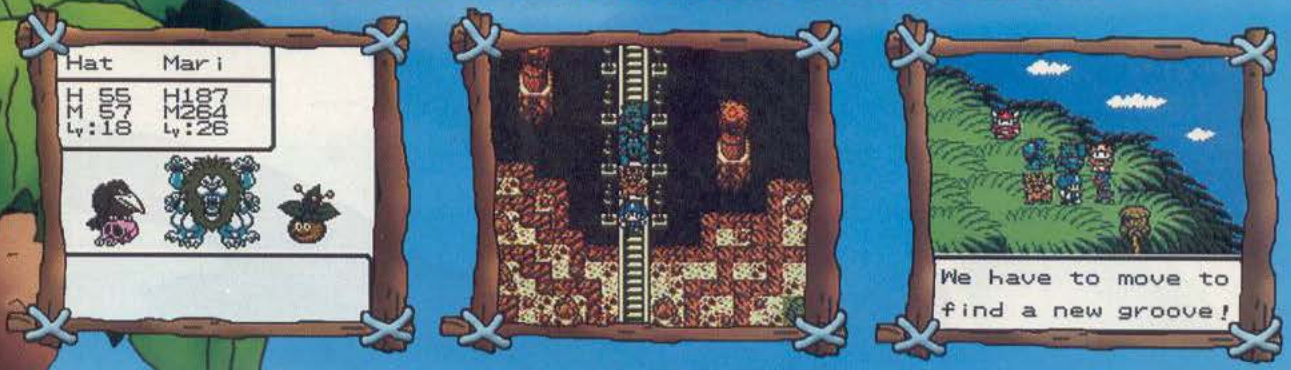
This was the final game to be known as Dragon Warrior Monsters in North America. All games from the monster series became Dragon Quest Monsters regardless of which country they were released in.

DOUBLE YOUR PLEASURE!

DRAGON WARRIOR MONSTERS 2 COBI'S JOURNEY

DRAGON WARRIOR MONSTERS 2 TARA'S ADVENTURE

THE MONSTERS OF DRAGON WARRIOR TAKE CENTER STAGE IN A NEW PAIR OF GAME BOY COLOR TITLES FROM ENIX



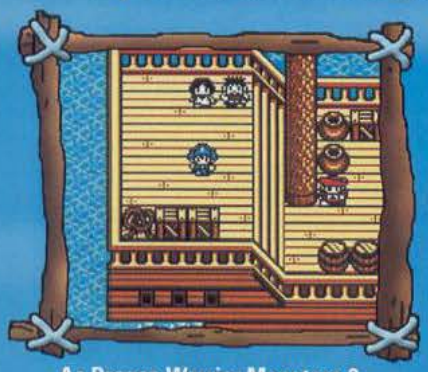
MONSTER A-GO-GO

Grab a Game Boy Color and hold on, because another entry in the Dragon Warrior saga is headed your way. Dragon Warrior Monsters 2, the newest title from Enix, pits you against a host of far-out creatures—the likes of which have never been seen before. You'll need to search for and build your own crack team of fighting monsters if you hope to prevent the island of GreatLog from falling into the sea.

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IN THE BEGINNING...

Dragon Warrior Monsters 2 is a sequel to the popular Dragon Warrior Monsters, which was based on the Dragon Warrior games for NES and GBC. DWM2 is being released as two separate games. The first, Cobi's Journey, puts you in the shoes of a young Monster Master named Cobi, while the second title, Tara's Adventure, lets you control his plucky sister, Tara. Though the two games have similar plotlines, there are many secret areas and hidden monsters that are unique to each game.



As Dragon Warrior Monsters 2 opens, a family is sailing toward GreatLog with plans to open a Monster Ranch of their own.



If you play as Cobi, Tara will stay at the new ranch and manage the monsters you acquire. If you play as Tara, Cobi will perform the same service for you.



Though the games have heroes of different genders, don't expect one adventure to be rougher than the other. Both titles deliver plenty of kicks.





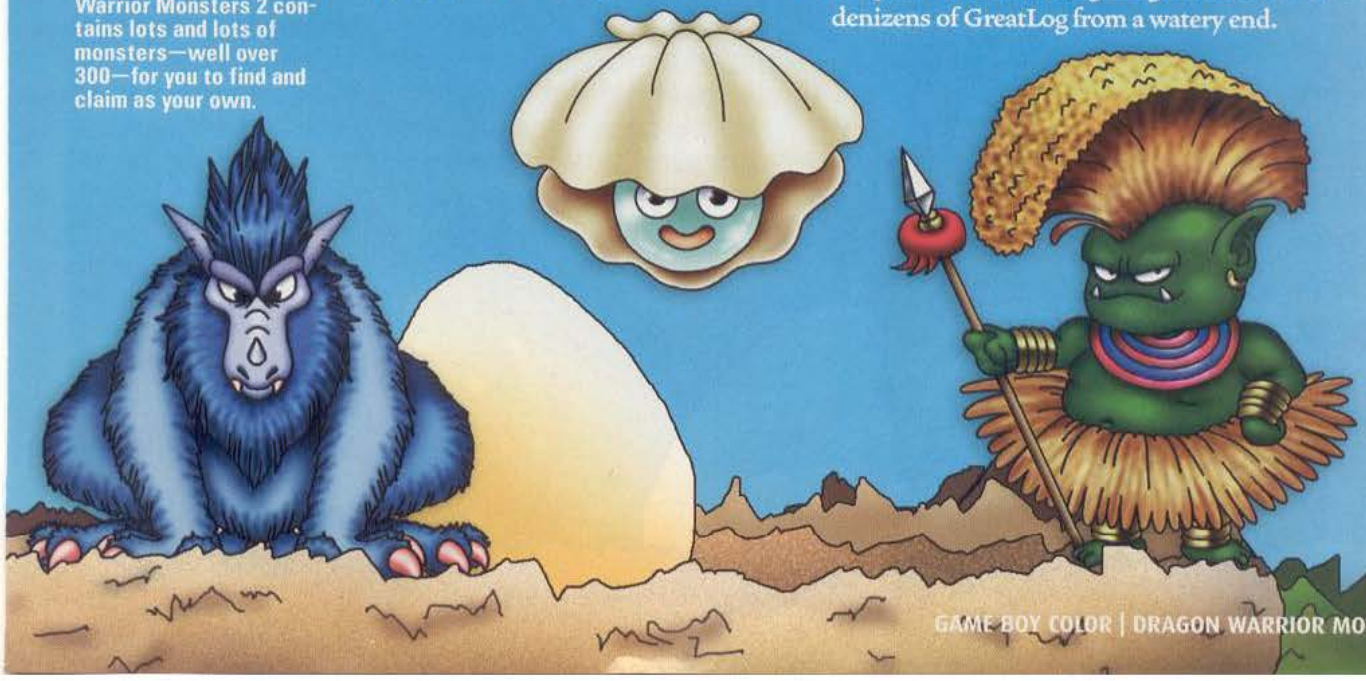
True to its name, Dragon Warrior Monsters 2 contains lots and lots of monsters—well over 300—for you to find and claim as your own.



Warubou, a fuzzy-headed monster, is your guide through the game. He'll also teach you new skills, such as surfing, flying and rock breaking.

THAT SINKING FEELING

The Dragon Warrior Monsters 2 story revolves around an island called GreatLog which is slowly sinking into the sea. As an up-and-coming Monster Master, it's up to you to find a way to prevent GreatLog from becoming a modern-day Atlantis—which means you must track down a plug for the waterlogged island. You'll explore many strange worlds on your quest, including Ice World, Pirate World, forests, jungles and deserts. In addition to containing various plug-like devices, the worlds are home to hundreds of bizarre monsters. By capturing and training the monsters, you can build a powerful team of fighting creatures and save the denizens of GreatLog from a watery end.



CAPTURE A CRITTER

When you encounter monsters in the wild, you can either fight it or run away. If you choose to brawl, you can convince a wild monster to join your team by feeding it pieces of meat during the battle. All battles are turn-based, which gives you plenty of time to select the right move. And since your monsters do all the fighting, it's important to have creatures that are both powerful and loyal. You'll need to manage your monsters carefully to create a team with high stats, powerful skills and a low Wildness factor—which makes creatures more likely to obey your commands.



You'll recognize some monsters, such as Slimes, from the Dragon Warrior universe—but many are unique to Dragon Warrior Monsters 2. The sheer number of creatures is astonishing.



There are plenty of towns, dungeons and shops to explore. And unlike in the original Dragon Warrior Monsters, the dungeons' layouts don't change each time you enter them.



Many creatures fight with tooth and claw, while others learn powerful magic spells. Dragon Warrior fans will recognize some of the incantations, including HealMore, Vivify and TwinHits—but there are plenty of original enchantments to master, too.



Monsters gain Experience Points by fighting. Gaining EP lets your critters level up, learn new skills and increase their stats.



The Magic Key system makes getting around a snap, and it also drastically reduces the amount of time you spend plodding along from one town to the next.

THE KEY AND I

To access new areas, you must search out Magic Keys. Once you have a Magic Key, you can use it to open a portal to another world. The first few keys you discover will all be identified by area, but later keys will remain a mystery unless you have them appraised. There are well over 20 keys to find and use, including some which can be found only in one version of the game and then used in the other. It's possible to complete either version of the game without finding every key, but the more keys you have, the more monsters you'll find.

BREED ALL ABOUT IT

Why track down wild monsters when you can breed your own? Bred monsters attain higher levels than wild monsters, and they also obey your every command. To breed a pair of monsters, you must gain access to GreatLog's Starry Shrine and own at least one male and one female monster at Level 10 or higher. The amazing thing about DWM2 is that almost any creature can breed with any other creature—making for an incredible number of possible combinations. The original Dragon Warrior Monsters had 10 different family types (Slimes, Plants, Demons and so on), 200 original monsters and over 40,000 possible breeding combinations. And since DWM2 has 11 families and over 300 original monsters, well... you do the math.



If you breed two monsters you'll lose them both, so make sure the baby is a strong replacement. Professor Monster, the local breeding guru, will tell you what monster will emerge from a paring before you commit.



The first monster you choose for breeding is called a base monster, and it determines the baby monster's family. Bred monsters retain and/or learn skills from both parents, however.



Look for numbers, like +2 or +3, at the end of a monster's name. The higher the number, the more powerful your creature will become.

GRAB THE GOODS

It wouldn't be a Dragon Warrior game without lots of different items and personalities, and Dragon Warrior Monsters 2 has plenty of both. You'll collect a king's ransom in magical wands, rings, staffs and armor as you progress through the game. Some items control the tone of a monster's personality, while others influence stats and Experience Points. The personality system isn't as detailed as DW III for GBC, but it will determine how your monsters fight and how much they enjoy your company.



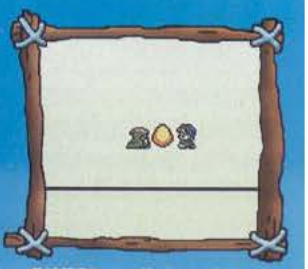
If you send monsters charging headlong into battle, they'll develop reckless personalities. If you hold them back too often, however, they'll gradually become sniveling cowards.



You'll lose items and half your gold if you are eliminated, so play it safe and store extra belongings at the GreatLog Vault.

A LINK TO THE PRESENT

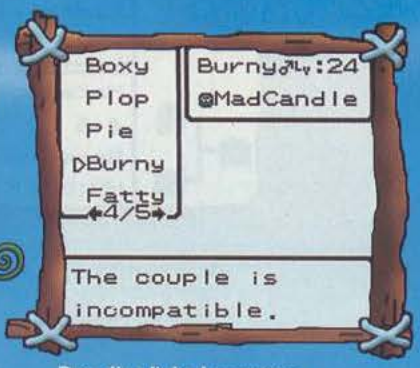
Since DWM2 is actually two games, it contains a number of linking features. You can get together with a friend and trade monsters or keys, or you can breed a pair of your favorite monsters. (Don't worry, each participant in a traded monster breeding receives the resulting critter.) You can also use the Link Mode to trade Dream Eggs. Dream Eggs are special eggs that contain very rare and powerful creatures, but they must be traded a number of times before they will hatch. And, finally, two players can link up and battle against one another in the Monster Arena, or else join forces and take on all comers. There are tons of prizes and secrets that you can unlock in each mode, including hidden keys and secret monsters.



DWM2 can link to the original DWM, so experienced trainers can bring their favorite creatures over.



There is a Monster Arena in the single-player mode, but you can battle with only a few teams.



Breeding linked monsters requires more finesse than going it alone. The monsters' personalities must match up, or they will refuse to breed.



If you choose to brawl with a friend, each of you must put up one of your own monsters as a wager. The winner of the battle takes the other player's monster home!



So many monsters, so little time.





MONSTER MAYHEM

Dragon Warrior Monsters 2 is a game with humor, action and almost unbelievable depth. With thousands of monsters to breed, dozens of lands to explore and a wide variety of linked game play options, it is as close as you'll get to infinite replay value. We'll have a beginning strategy article and a Now Playing review in next month's issue, so keep your Monster Ranch hopping and your Dream Eggs hatching, because DWM2 is on its way.

Join Cobi and Tara in Enix's newest additions to the Dragon Warrior Monsters collection for GBC. Vast new lands full of wild monsters await you in Dragon Warrior Monsters 2: Cobi's Adventure and Dragon Warrior Monsters 2: Tara's Adventure.

DRAGON WARRIOR MONSTERS 2
TARA'S ADVENTURE

DRAGON WARRIOR MONSTERS 2
COBI'S JOURNEY

EVERYONE
E
CONTENT RATED BY ESRB

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A NEW GENERATION

A family's ship sets out across the great blue ocean by request of the king. It is brimming with supplies and is on a pilgrimage to start a Monster Ranch on a small isle known as GreatLog. Two young siblings, Cobi and Tara, scamper and play about the ship's deck, unaware that they are soon to be thrown into their own adventures and will have to rescue their new home on GreatLog. Play as one of the aspiring young Monster Masters, Cobi or Tara, in immense parallel adventures. Link up the two games to unlock new secrets, trade monsters or breed rare, new monsters.



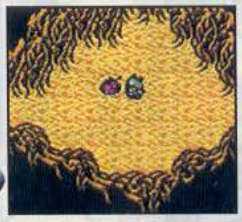




BIG TROUBLE IN GREATLOG



GreatLog's Navel Plug has turned up missing, and the island is beginning slowly to sink into the ocean. Someone must find a new Navel Plug to save the Monster Ranch and the rest of the island from a watery demise. It's up to you, playing as Cobi or Tara, to save the day!



The World for a Plug

Warubou, the spirit of GreatLog, asks you to embark upon a journey to find a new Navel Plug before it's too late. The mischievous spirit acts as a temporary plug and gives you guidance as you travel to new worlds in your search for a suitable replacement.



KEYS TO ADVENTURE

Many mysterious new worlds await you outside of GreatLog. Each world has a doorway that you must unlock before you can explore the new realm. During your travels, you will discover magic keys that unlock the doors to new worlds.





Unlock the Mystery

Before you can use a magic key to unlock the door to a new world, the key must be appraised. Take magic keys to the Appraisal Shop in GreatLog to reveal their names. Use appraised magic keys in the Door Shrine to enter new worlds.

TOOLS OF THE TRADE

There are important items you can purchase, pick up on the field and find in dungeons. Equip yourself with the right tools and embark upon your quest to become the best Monster Master in all the lands and save GreatLog.



LogTwig

Twigs are small pieces of GreatLog itself. Place the tokens of home in the ground while you're on the field—the Door Shrine will instantly move to you.



Tiny Medals

Little golden medals are scattered throughout the land. Collect Tiny Medals, then trade them with the Medal Master in GreatLog for unique gifts, such as rare monster eggs.



Herbs

Magical leaves that contain healing abilities restore 30 to 40 hit points to a monster. Take leaves along on long trips away from GreatLog.



Staves

Staves are magic items that can be used in battle or while you're on the field. You'll find many types scattered through the land, like the Snow Staff and the Bolt Staff.



Meat

Meat—including beef jerky and sirloin—is a monster's favorite treat. Feed meat to wild monsters during battle to befriend them. Feed it to monsters in your party to reduce their wildness.

A MONSTROUS BATTLE



Test your skills in the Monster Arena in GreatLog after winning the Pirate's Key. Challenge the greatest Monster Masters to win new Magic Keys.

	C Class	B Class	A Class	S Class
Round 1	WindBeast Gismo Poisongon	TreeBoyA FooHero TreeBoyB	Starfish MadCondor Swordgon	GoopiA PomPomBom GoopiB
Round 2	DeviVine Gulapple Toadstool	MommonjaA Drygon MommonjaB	Octoreach Octogon KingSquid	ArmyCrabA DarkCrab ArmyCrabB
Round 3	HammermanA Stubsuck HammermanB	HerbMan DanceVegi MudDoll	MistyWing CopyCat NiteWhip	DrakSlime MetalKing MimeSlime

OASIS KEY

Once the Oasis Key is yours, round up your favorite team of monsters and head out to Oasis. The land of rolling sand dunes and swaying palms is your first stop on your quest to find a new Navel Plug. Join a circus, help a king and battle a magic lamp.





Circus Star

Help out a traveling circus that has lost some of its performers in a pirate ambush by acting as a replacement. Win your way into the King of Oasis's heart by joining the circus show and wowing him with your Monster Master flair.



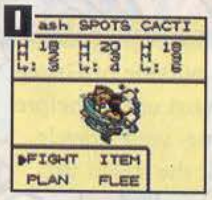
Asiya's Thirst

The King of Oasis is a kind ruler, but he's oblivious to the needs of his subjects. He promises you the Tidal Bell, which might serve as a new Navel Plug, as your reward. Listen carefully to the concerns of Asiya's people and report back to the king.



Canal Inspection

There's a mysterious water shortage in Asiya. Find out what's amok by following the king to Kalka and traveling down to the monster-infested canal. Bring plenty of Herbs to keep your monsters in tip-top shape.



Busy Beavern

Meddling pirates have thrown Beavern out of his home at Mirage Lake. His new log home in the canal is blocking the water. Convince Beavern to pack his bags and head home by winning a Monster Battle against him.



Mirage Lake

You must bring to justice the thieving pirates who stole the Tidal Bell and kicked Beavern out of his home. After trading some food for the WaterCall with a prisoner in Asiya, head to Mirage Lake and use the item to unmask their hideout.



Obtain CurseLamp

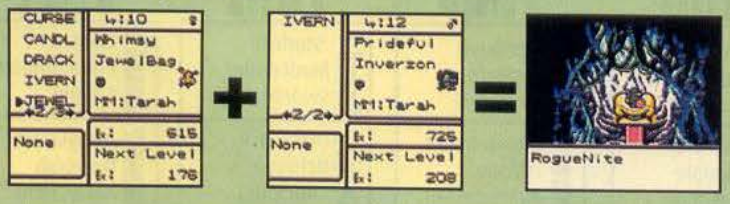
A troublesome figure greets you when you enter the Pirate's Hideout and challenges you to a Monster Battle. If you defeat his monster, CurseLamp, it will decide to join you instead. With your reward, the Tidal Bell, in hand, return to GreatLog.



MONSTER CREATION

What do you get if you cross a Slime and a DragonKid? Find out by breeding monsters at Starry Shrine. Create a stronger version of a monster you already have or start a rare new breed. With over 300 monsters, the possibilities are endless.

Like Father, Like Son



When two monsters produce an egg, they fade away and a new creature is born. The second-generation monster starts at level one but inherits abilities from each parent. Breed monsters to combine the skills you like best in one creature.



Professor of Starry Shrine

The Professor breeds and hatches eggs for you. If you tell him which two monsters you wish to breed or which eggs you'd like to hatch, he'll work his magic. You can breed two monsters as long as both the male and female monsters are level 10 or higher.



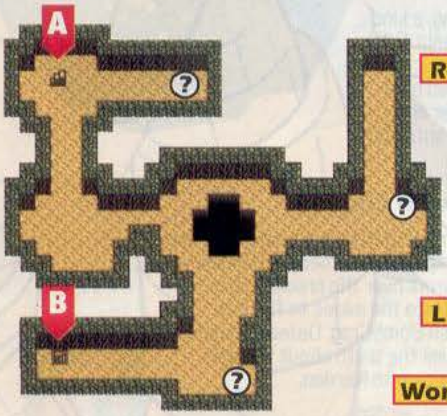
Egg Evaluator

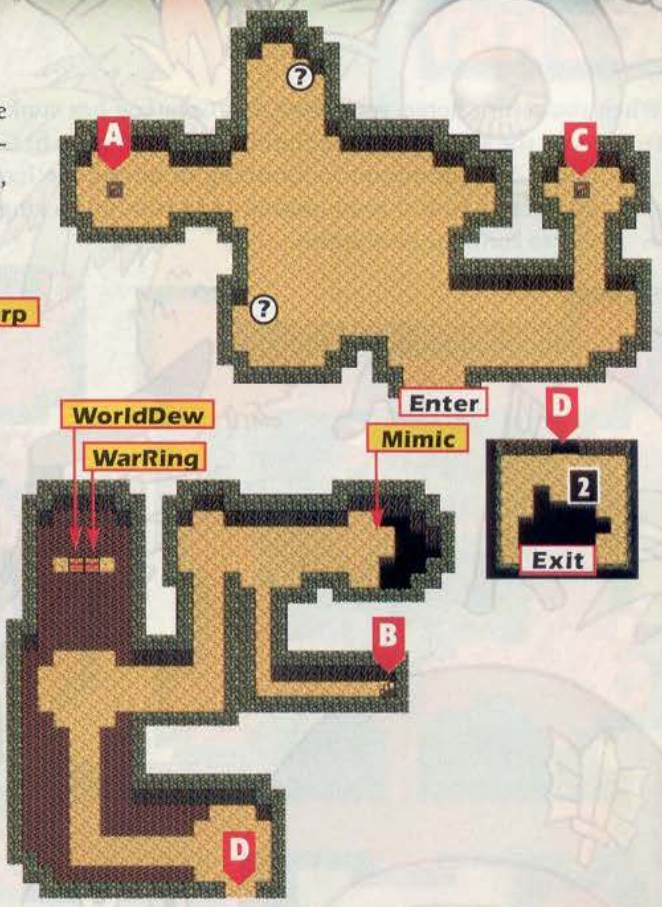
The Egg Evaluator has a special knack for identifying the gender of an unborn monster and can sing a song to change the gender of a monster while it's still in the egg. If you are trying for a monster of a particular gender, seek out her services.

PIRATE KEY

? Random Items

The Tidal Bell doesn't fit GreatLog's Navel, but don't despair—you have the ability to travel on water. Become champion of the Kid's Arena Division to earn the Pirate's Key, then journey off to a land of tropical islands, open seas and a phantom pirate ship.







Squiz the Dancing Squid

Battle Squiz the HoodSquid in a cave that's northwest of the Door Shrine, then recruit the light-footed monster into your party. When speaking to the old man in Port Ritz, make sure Squiz or another water monster is in your party.



Mermaid Cove

Who would guess that mermaids love to dance? With the HoodSquid in your party, dance by the shore in Polona to please the mermaids and gain entry into their city. Speak to the Mermaid Queen to learn of the MoonRock and a phantom pirate ship.



Kameha's Antics

Prince Kameha is up to his usual troubling follies again. Along with two mysterious sidekicks, he races past you in the Volcanic Cave in search of the powerful HarMirror. Could this relic, stolen from the mermaids long ago, save GreatLog?



Phantom Pirates

A band of roguish pirates made off with the MoonRock from the lighthouse ages ago then perished at sea. Find the phantom pirate ship, then battle CaptDead and his BoneSlaves to retrieve the MoonRock and return balance to the tides.



WORLD OF OPTIONS

During your journeys as a Monster Master, you may encounter magic keys that lead to secondary worlds. While you don't have to explore the worlds, they contain rare creatures you can't find anywhere else. Ambitious Monster Masters should explore the mysterious worlds.



Hopeful Friends

Once you've defeated the boss of a primary world, you can befriend monsters and take them along for the ride. If you have not yet defeated the boss that is tied to a secondary world, its monsters will want to join you but will be unable to do so.



Red Mine



Quiet Swamp



Yellow Desert



Blue Tree

ICE KEY

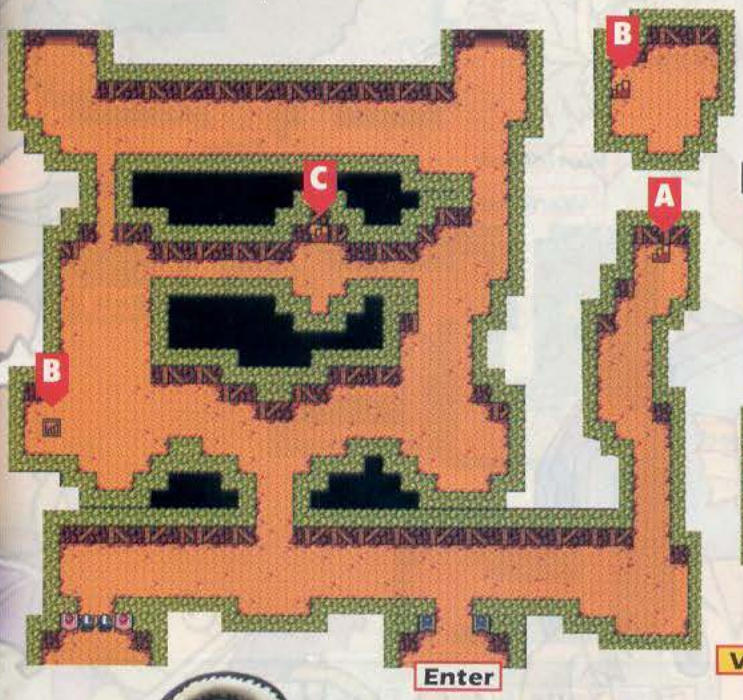
When you return home, you'll find that GreatLog has sunk even farther into the sea and that the HarMirror doesn't quite fit GreatLog's Navel. Aid a merchant in GreatLog to receive the Ice Key, then take off to a land of snow-peaked mountains and a kingdom in trouble to continue your search.

Element's Envoy





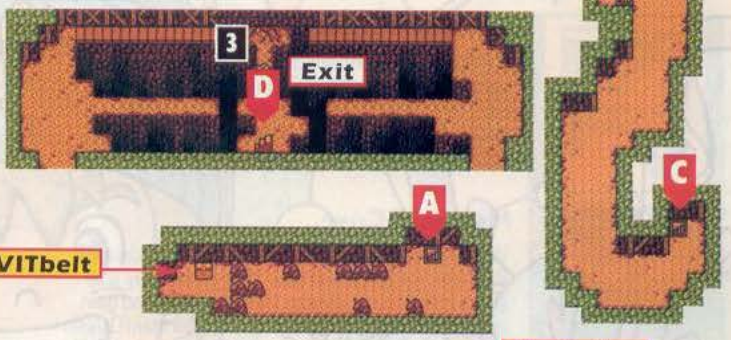
Imprisoned in a frozen spring, a kind Elemental pleads for your help. Once the protector of the now ice-covered land, she has been weakened by a dark force. Agree to help her and receive the Crest, which grants you access to Norden Castle.





A Royal Dispute

Rumors of gold in the royal mines have the empires of Norden and Westania up in arms over the precious site. Travel into the mines to find the fiendish BombCrag. Defate BombCrag to unveil the truth about the gold, then return to Norden.







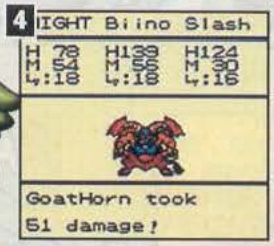
Imposter King

When you speak to the peculiar-acting imposter King of Norden, you'll be thrown in jail with the real king. Break out of jail and confront the imposter king, who is actually the hideous beast AgDevil. Defeat AgDevil to restore the real king to the throne.



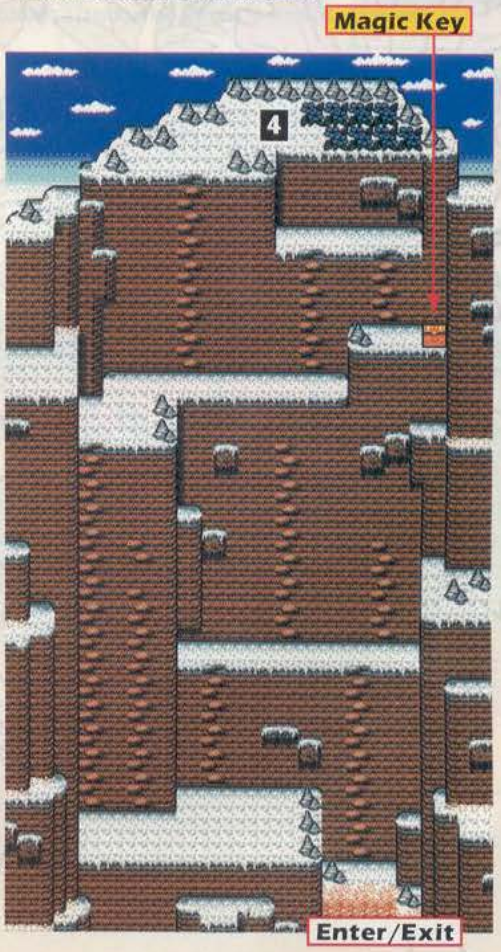
LadyYuna's Lost Spirit

The cheerful and lively LadyYuna of Westania has fallen into an eerie state of silence. Try cheering her up, then search a nearby forest for clues. Return to Westania with YunaSoul and defeat Puppetor to free LadyYuna from its clutches.



Rest for Queen Helen

Dreadful nightmares plague the oracular Queen Helen of Estria. Find the SleepHerb high atop the snowy peaks of a mountain, then return to Estria and give it to Queen Helen. Release her from her nightmares by defeating GoatHorn.



SKY KEY

In her gratitude, the freed Elemental will give you the SkyShield, yet another potential Navel Plug. You guessed it—the SkyShield doesn't fit GreatLog's Navel, so your search must continue! Speak to GreatLog's king to get the Sky Key, then head off to the lofty heights of a land in the clouds.



Gentle Monsters

The town of Fhunt is your first stop. Speak to the spirit of the Great Sage by his grave about the LightOrb. Enter the tower in north Fhunt with a team of monsters who have zero Wildness and search for the LightOrb.



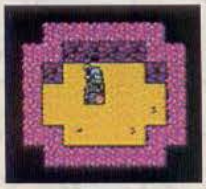
Monster-Imposter

The LightOrb was last seen being carried out of the tower by a giant bird. Return to the Sage and agree to return the LightOrb, then search behind his gravestone. You'll find the ChangeStaff, which allows you to turn into a monster and access certain areas.



MadCondor

A giant bird with an odd affinity for shiny things has flown off with the LightOrb. With a Material Monster in your party to attract the bird, travel to the mountain west of Pei. Battle and defeat MadCondor in its nest.



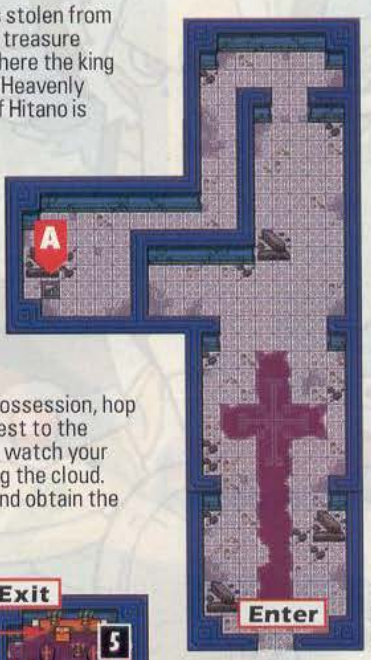
Tiny Southern Cave

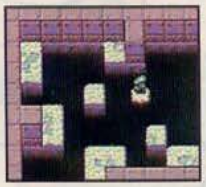
You'll find that the LightOrb was stolen from MadCondor's nest. Travel to the treasure hunter capital, Castle Hitano, where the king is trading the LightOrb for three Heavenly Treasures. A small cave south of Hitano is your first destination.



Heaven Helm

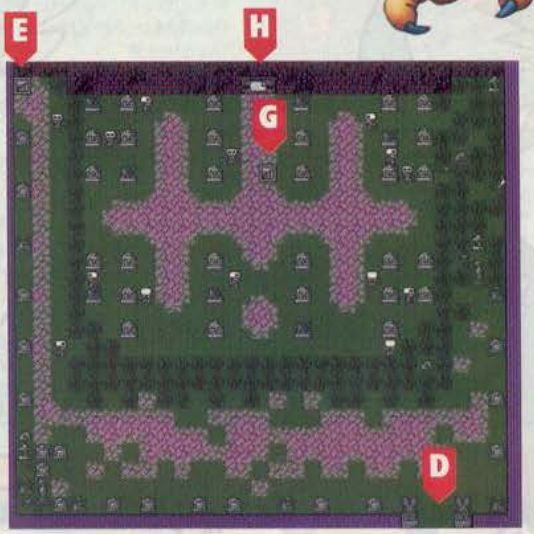
A Metabble is guarding the Heaven Helm and wants to battle before giving up his treasure. The tough little monster puts up a fierce fight, but defeating him wins you the Heaven Helm.

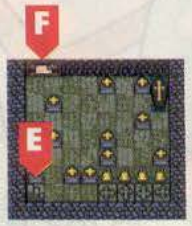


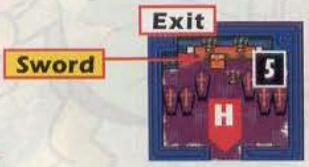


Tower in the Clouds

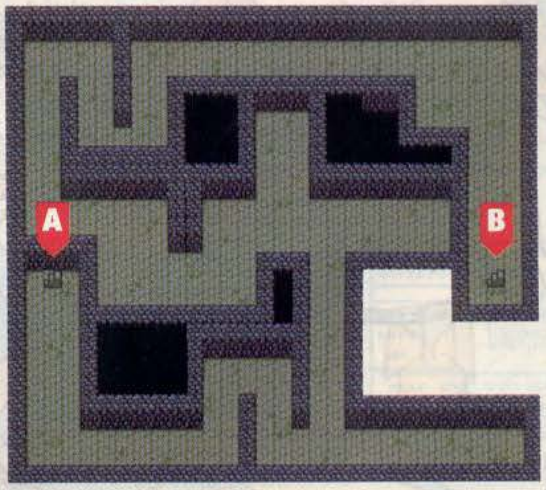
With the Heaven Helm in your possession, hop on your cloud and head southwest to the Wind Tower. Once in the tower, watch your step! Fly across crevasses using the cloud. Climb to the top of the tower and obtain the Heaven Armor.

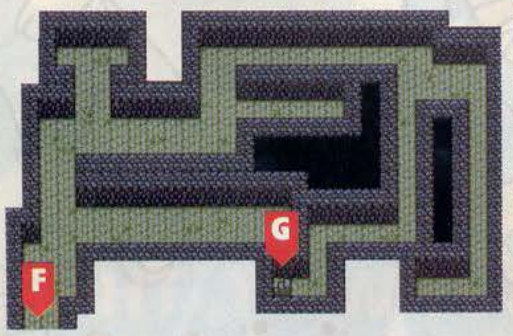
















Haunted Castle

With two Heavenly Treasures in your possession, your next stop is the haunted castle far east of Castle Hitano. Many traps and tricks await you there. Defeat a powerful undead knight, Niterich, and his elemental fiend, Diago, to get the final Heavenly Treasure, the Heaven Sword.

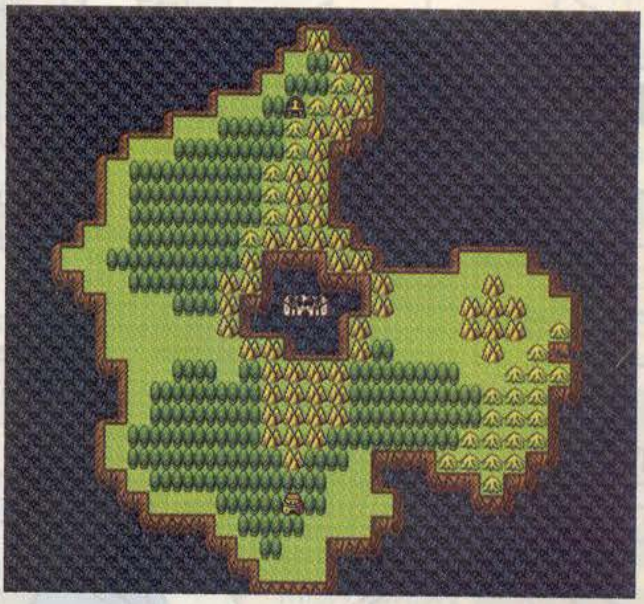


Mudou the Mighty

The three Heavenly Treasures are finally yours. Trade them for the LightOrb. Head back to Castle Hitano to cash in, but don't expect a warm greeting. Mudou won't give up the LightOrb without a fight.

LIMBO KEY

GreatLog is in dire trouble and still in need of a suitable Navel Plug. The evil Lord Darck has promised you a Navel Plug if you bring him more treasures. With the three treasures from other worlds in hand, make your final journey to the Land of Limbo. Prepare yourself before you leave, for the dark world between worlds is treacherous. You are GreatLog's only hope!





Lord Darck's Minion

In the hope of claiming a Navel Plug peacefully give up the TidalBell, HarMirror and SkyShield. Lord Darck's evil minion has other plans and will send three powerful monsters to finish you off. Defeat DeadNoble, Armorpion and Grakos to continue.



Battle the Darck Side

With your three strongest monsters backing you, valiantly march on to battle Lord Darck. Use your monsters strongest physical and magic attacks, and be sure to include a monster that can heal the party. Show him the ultimate power of a real Monster Master and save all of GreatLog.

SHARE AND SHARE ALIKE

What fun is having monsters if you can't show off your great catches and creations? One of the great link options allows you to breed monsters with a friend. You won't have to struggle to catch that rare monster your friend already has. Breed it with one of yours and get its cool moves!





Monster Love

Link up with a friend and introduce your monsters. You can create twin monster eggs when your monster and a friend's monster like one another. If they don't show interest, try changing the personality of one of the monsters.



Strength in Friends

When you breed your monsters with a friend's, you breed for success. Both Monster Masters will get a stronger monster that has great attributes from both parents. Imagine the unbeatable combinations you and a friend can create.

BUT WAIT, THERE'S MORE

With 300 monsters for you to master, virtually boundless breeding possibilities and lots of mysterious secondary worlds, the replay value of Dragon Warrior Monsters 2: Cobi's Adventure and Dragon Warrior Monsters 2: Tara's Adventure is mind-boggling. Return to dungeons over and over, too, since their layout won't change. Who knows what secrets or new monsters you'll find? Whether you prefer spunky Cobi or clever Tara, both games are a must have for any true Dragon Warrior fan.



On Prince Keifer's 10th birthday, the prince was looking for a way to cause a little trouble and sneak out of Gran Estard Castle. This made his father very angry, and when Keifer is finally caught, he hides in his room. While hiding in the closet, a masked figure that calls herself The Master of the Illusions, Magarugi appears and tells Keifer that if he finds the Orbs of Loto, he will be given one wish. Keifer is pulled into the spirit's realm of Torland, the world of Dragon Quest II. When he first arrives, he encounters a caravan with a weak leader named Luin, who is also searching for the Orbs to save his sick parents. After their first battle together, the Caravan ask Keifer to lead them. All together, they must travel the world in order to find the cure for Luin's sick parents, and allow Keifer to return to Estard Island.

The player's overall party is referred to as a caravan, a collection of wagons, tents, people, monsters, and supplies. The camp that the caravan forms acts as a mobile base for the player throughout the course of the game, options being available for moving around the caravan and camp in order to exercise some strategy while venturing about the world. The camp itself contains an assortment of different tents that vary and increase depending on caravan members and the spot the camp has been set. It is undoubtedly the most visited spot throughout the game, containing essentials such as a church, a lady that refills ration, and a tent where monsters can be reformed. Whenever a WarpWing is used it will return the player to the camp.



A staple of the Zenithian Trilogy, the wagon, makes a return in Caravan Heart as a central part of forming a team. The player will start out with one wagon in their caravan, and can obtain two more as the game progresses. Each wagon having to be assigned a guard monster and up to four humans depending on the individual weight of monster and person alike, and the weight capacity of the wagon in question. The monster will be able to act each turn while the caravan members in the wagon will act according to the order they were placed in, with the fifth turn of a fight being used by the wagon to get organized before the caravan members will repeat their actions where repetition is applicable. If a guard monster for a particular wagon gets KOed, or if the wagon has no guard monster, the caravan members will be unable to act in battle.

When moving through the over-world or within dungeons, the player will steadily consume their rations, indicated by a number in the upper-right corner of the screen. The amount of food the player and their caravan can hold increases in intervals determined by how much the player has walked, essentially acting as a separate leveling mechanic. The food indicator will turn green when rations start running low, and if it hits 0, the HP of the guard monsters will decrease very rapidly when moving about. It is wise to keep the indicator as high as possible by either regularly restocking at the camp or shops, or by having items on hand that can replenish the ration supply, such as apples and box lunches. The rate which rations are consumed can be determined by several factors, such as the terrain being crossed and whether or not the camp is being moved along with the player.

Dragon Quest Monsters: Caravan Heart brought the return of some of the popular characters from Dragon Warrior 7, including Prince Keifer and his father. The game is a prequel to DW7, showing what Keifer's life was like prior. Unfortunately Caravan Heart was only released in Japan, and will probably never see an official release in North America.



 Kiefer	Prince Kiefer from Dragon Warrior 7. This story takes place years before on his 10th birthday.
 Luin	Luin is the leader of the Caravan, before Kiefer takes over.
 Randol	The first navigator of the Caravan.
 Alex	Alex is a Warrior, and the strongest member of the party.
 Deckson	The Cleric member of the Caravan party.
 Slalon	Slalon is a friendly Slime, and member of your party.

Animal | Beast | Demon | Elemental | Material | Nature | Slime

Monster	Special
 Almiraj	Sleep, Save Power, All-Out
 Army Crab	Save Power, High Defense, Upper
 Baby Panther	Wind Beast, Speed, Save Power
 Big Mommonja	Hustle Dance, Panic Dance, Icebolt
 Bull Bird	Body Slam, Save Power, Specialty
 Cat Mage	Blaze, Mist, Mimic
 Crag Devil	Infernos, Panic, Lure Dance
 Dark Horn	Sleep, Seal Magic, Save Power
 Giant Bat	Wind Beast, Mist, Sweet Breath
 Giant Squid	Vivify, Water Spout, Save Power
 Goategon	Firebolt, Slow, Sweet Breath
 Grizzly	Save Power, Icebolt, All-Out
 Infergon	Bolt, Cold Breath, Beat
 Iron Hawk	Heat Breath, Eagle Eyes, Bolt
 Iron Turt	Magic Barrier, High Defense, Swap
 Killer Ape	All-Out, High Defense, Glance Kick
 King Leo	Fireball, Cold Breath, Save Power
 Land Shark	Water Spout, Slow, Save Power
 Mad Condor	Eagles Eyes, Fireball, Heal Us
 Mad Gopher	Body Slam, Dust Cloud, Save Power
 Mommonja	Lure Dance, Ice Bolt, Slow
 Muscle Kong	Save Power, United Soul, Soak Magic
 Ram Fish	Water Spout, Specialty, Upper
 Star Fish	Water Spout, Poison Hit, Weird Dance
 Tonguella	Sleep Hit, Sweet Breath, Lush Licks
 Triwinder	Fire Breath, Poison Hit, Numb Hit
 Trumpeter	All-Out, High Defense, Body Slam
 Unicorn	Heal, Vivify, Beat
 Walrus Man	Water Spout, High Defense, Antidote

Animal | Beast | Demon | Elemental | Material | Nature | Slime

Monster	Special
 Andreal	Infernos, Mist, Poison Breath
 Armorpion	Poison Hit, Numb Bit, Upper
 Battle Rex	Fire Breath, Save Power, Blaze Cut
 Big Eye	Icebolt, Cold Breath, Magic Barrier
 Blizzardy	Cold Breath, Beat, Blizzard Cut
 Boobaa	Thermostat, Sleep Hit, Panic Dance
 Chaos Drak	Heat Breath, High Defense, Specialty
 Dark Golem	Blizzard Cut, Cold Breath, Beat
 Divinegon	United Soul, Fire Breath, Bolt
Dracky	Antidote, Sleep, Soak Magic
 Dragon	Fire Breath, Blaze, Hold Breath
 Dragon Kid	Fire Breath, Sweet Breath, Elude
 Droll	Slow, Step Guard, Sleep Hit
 Earth Fiend	Icebolt, Mist, Upper
 Gargoyle	Lightning Cut, Weird Light, Save Power
 Geno Drak	Dark Wave, Fire Breath, Curse Words
 Giga Draco	Fire Breath, Blaze Cut, Body Slam
 Great Drak	Cold Breath, Swallow All, Lightning
 Gulp Beast	All-Out, Body Slam, Tender Cut
 Lipsy	Lush Licks, Mimic, Sap
 Lizard Man	Sap, Save Power, Twin Hits
 Mad Dragon	Poison Breath, All-out, Panic Dance
 Orc	Vivify, Sap, Save Power
 Orochi	Fire Breath, Beat, Blaze Cut
 Phoenix	Fire Breath, Blaze, Fair Wind
 Pudgy Dragon	Blaze, Lure Dance, Take Magic
 Rain Hawk	Light Wave, Infernos, Heal Us
 Skullgon	Cold Breath, Blizzard Cut, Tender Cut
 Swordgon	Fang Block, Elude, Bolt
 Wyvern	Heal, Cold Breath, Sleep

Animal | Beast | Demon | Elemental | Material | Nature | Slime

Monster	Special
 Ag Devil	Fireball, Defeat All, Sweet Breath
 Arc Demon	Bang, Vacuum Cut, Lightning Cut
 Berserker	Sleep Hit, Glance Kick, Tender Cut
 Boss Troll	All-Out, Body Slam, Swap
 Chain Golem	Take Magic, High Defense, Save Power
 Dead Knight	Heal, Dechaos, Uncurse
 Demonite	Blaze, Fire Breath, Cold Breath
 Devil Priest	Infernos, Numb Off, Vivify
 Dragon Rider	Mist, Sweet Breath, Blaze Cut
 Evil Armor	Blaze Cut, Lightning Cut, Twin Hits
 Gate Guard	Blaze, Weird Light, Soak Magic
 Ghost Coffin	???
 Gigantes	Save Power, Body Slam, Tender Cut
 Grakos	Water Spout, Icebolt, Twin Hits
 Grand Devil	Blaze, Fire Breath, Cold Breath
 Great Mage	Dark Wave, Bolt, Blaze
 Hork	Poison Breath, Weird Light, Lush Licks
 Jamirus	Blaze, Fair Wind, Eagle Eyes
 Knightlich	Bolt, United Soul, Beat
 Lamp Genie	Heal, Sleep, Fire Breath
 Magarugi	???
 Magarugi	???
 Merman	Vivify, Sap, Sweet Breath
 Mummy	Numb Hit, Sleep Hit, Mist
 Pom Pom Bomb	Beat, Sacrifice Dance, Weird Light
 Putrepup	Sap, Slow, Reflect
 Reaper	Curse Words, Weird Light, Beat
 Shadow	Cold Breath, Beat, Curse Words
 Skeletor	Sap, Blizzard Cut, Numb Hit
 Spooky	Outside, Step Guard, Soak Magic
 Vampire Rat	Poison Hit, Sleep Hit, Beat
 White King	Infernos, Bolt, Soak Magic

Animal | Beast | Demon | Elemental | Material | Nature | Slime

Monster	Special
 Aruu	Icebolt, Hustle Dance, Weird Dance
 Barubaru	Save Power, Blaze Cut, Lightning Cut
 Blizzard	Sap, Icebolt, Beat
 Cloud King	Infernos, Thermostat, Light Wave
 Domedi	Infernos, Sap, United Soul
 Doriin	Poison Hit, Hustle Dance, Weird Dance
 Dragon Lord	Dark Wave, Hold Breath, Fire Breath
 Durran	Wind Beast, Vacuum Cut, Save Power
 Flame	Fire Breath, Blaze, Panic Dance
 Gisuwagu	Beat, Dark Wave, Bolt
 Gizmo	Fire Breath, Cold Breath, Hold Breath
 Heaven Monster	Bolt, Infernos, Light Wave
 Iio	Lightning, Hustle Dance, Weird Dance
 Kakaron	Upper, Cold Breath, Battle Song
 Kusharami	Sweet Breath, Hustle Dance, Infernos
 Master Dragon	Light Wave, Dark Wave, Bolt
 Paararu	Mist, Sacrifice Dance, Weird Dance
 Pimo	Sleep Hit, Hustle Dance, Weird Dance
 Roguewave	Water Spout, Poison Breath, Weird Dance
 Spirit of Darkness	Beat, United Soul, Dark Wave
 Spirit of Earth	Twin Hits, Upper, United Soul
 Spirit of Fire	Fire Breath, Blaze, Blaze Cut
 Spirit of Light	Bolt, Bang, Light Wave
 Spirit of Water	Heal Us, Icebolt, Water Spout
 Spirit of Wind	Vacuum Cut, Infernos, Speed
 Warubou	Map Magic, Lush Licks, Mimic
 Watabou	Map Magic, Mimic, Whistle
 Windbeast	Infernos, Icebolt, Wind Beast

Animal | Beast | Demon | Elemental | Material | Nature | Slime

Monster	Special
 Bomb Crag	Defeat All, Life Dance, High Defense
 Dark Crystal	Cold Breath, Bolt, Dark Wave
 Death Masker	Weird Light, Dark Wave, Beat
 Facer	Infernos, Defeat All, Battle Song
 Golem	Save Power, United Soul, Body Slam
 Goopi	Elude, Dance Seal, Slow
 Griffinx	Fire Breath, Bolt, Thermostat
 Ice Man	Icebolt, Cold Breath, High Defense
 Killer Axe	Swap, Numb Hit, Fang Block
 Lava Man	Blaze, Fire Breath, Swap
 Mad Candle	Blaze, Save Power, Whistle
 Mad Mirror	Mimic, Reflect, Outside
 Mecha Dragon	Fire Breath, Lighting Cut, Blaze Cut
 Mimic	Blaze, Step Guard, Beat
 Mud Doll	Weird Dance, Glance Kick, Hustle Dance
 Mud Man	Mimic, Save Power, Vivify
 Phantom Glass	Fire Breath, Lure Dance, Curse Words
 Proto Killer	TenderCut, Save Power, Body Slam
 Roboster	Save Power, Fang Block, Numb Hit
 Roboster	Blaze Cut, Lightning Cut, Numb Hit
 Rock Spider	All-Out, Defeat All, Poison Hit
 Rogue Knight	Heal, Save Power, Blaze Cut
 Rogue Mage	Infernos, Heal, Vivify
 Sabre Man	Soak Magic, Twin Hits, Elude
 Spikey Boy	Defeat All, Fang Block, Specialty
 Statue Kid	Specialty, Heal, Save Power
 Stone Man	High Defense, Swap, Swallow All
 Treasure Bag	Fireball, Seal Magic, Panic

Animal | Beast | Demon | Elemental | Material | Nature | Slime

Monster	Special
 Armorpede	Upper, Twin Hits, Tender Cuts
 Beelzebug	Fireball, Body Slam, Poison Hit
 Cacti Ball	Numb Hit, Dust Cloud, Weird Dance
 Chestnut Man	Save Power, Elude, Speed
 Dance Veggie	Lure Dance, Sacrifice Dance, Glance Kick
 Dead Trunk	Step Guard, Sleep Hit, Life Dance
 Death Scyther	Bang, Heal Us, Twin Hits
 Drollerium	Curse Words, Dark Wave, Outside
 Eggplaton	Dust Cloud, Fireball, Lure Dance
 Face Tree	Seal Magic, Curse Words, Weird Dance
 Florajay	Wind Beast, Curse Words, Fair Wind
 Flower Beat	Upper, Panic Dance, Lush Licks
 Foo Hero	Bolt, Heal, Lightning Cut
 Giant Scorpion	Poison Hit, Sleep Hit, Step Guard
 Giant Slug	Lush Licks, Elude, Whistle
 Giant Worm	Weird Dance, Step Guard, Panic Dance
 Gophecada	Reflect, Dechaos, Beat
 Hammer Man	Save Power, Specialty, Twin Hits
 Icky	Soak Magic, Lush Licks, Sweet Breath
 Mad Hornet	Fair Wind, Poison Hit, Numb Hit
 Mad Plant	Numb Off, Sap, Slow
 Onion Master	Soak Magic, Bang, Save Power
 Pumpkin Knight	Save Power, Elude, Blaze Cut
 Rosevine	Hustle Dance, Dark Wave, Twin Hits
 Saccer	Upper, Save Power, Heat Breath
 Scarabeetle	Bolt, Heal Us, Save Power
 Snapper	Seal Magic, Save Power, Sleep Hit
 Stub Suck	Sleep, Save Power, Step Guard
 Toadstool	Sleep Hit, Sweet Breath, Poison Breath

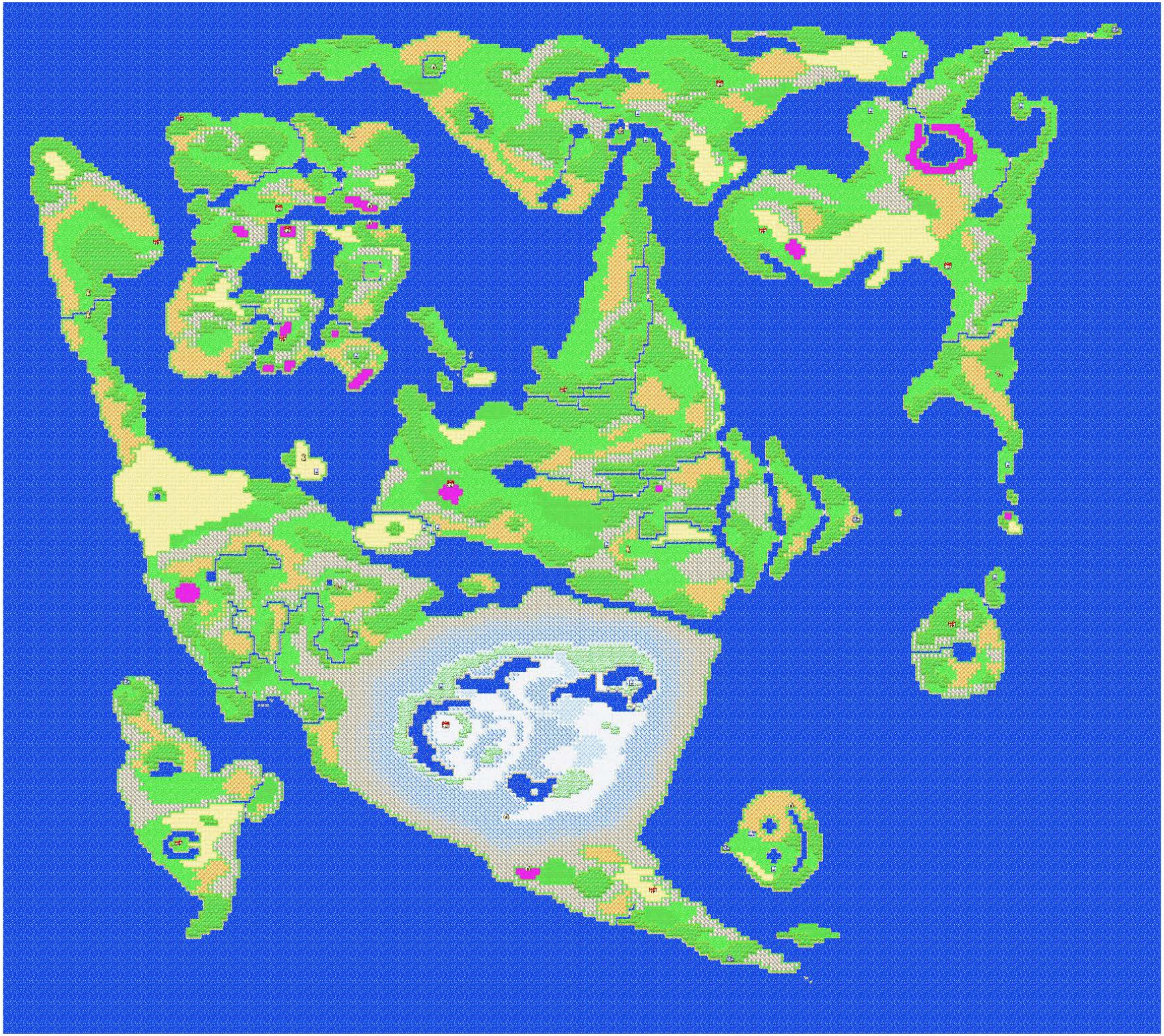
Animal | Beast | Demon | Elemental | Material | Nature | Slime

Monster	Special
 Aqua Slime	Water Spout, Antidote, Speed
 Babble	Mist, Weird Light, Poison Hit
 Babble King	Mist, Magic Barrier, Poison Breath
 Conpeito	Slow, Dance Seal, Upper
 Crystal Slime	Icebolt, Speed, Upper
 Dark King	Bolt, Dark Wave, Soak Magic
 Dark Knight	Fireball, Elude, Fang Block
 Dark Slime	Seal Magic, Soak Magic, Sleep Hit
 Gold Slime	Light Wave, High Defense, Body Slam
 Gran Slime	United Soul, Life Dance, Bolt
 Halo Slime	Sleep, Vivify, Battle Song
 Healer	Heal, Upper, Heal Us
 King Slime	Heal Us, Thermostat, Vivify
 Leafer	Sleep, Heal, Weird Dance
 Mage Slime	Blaze, Fireball, Bang
 Magma Slime	Blaze, Sap, Fireball
 Master Slime	Vivify, Lightning, Icebolt
 Metabble	Fire Ball, Bang, Defeat All
 Metal King	Bolt, Beat, Swap
 Metaly	Blaze, Icebolt, Beat
 Slime	Save Power, Sap, Mimic
 Slime Knight	Heal, Upper, Elude
 Snaily	Icebolt, Numb Off, Upper
 Snome	Icebolt, Sleep, Beat
 Spin Slime	Panic Dance, Hustle Dance, Upper

This was the last Dragon Quest game released under the Enix name, as the merger between Squaresoft and Enix was finalized on April 1st, 2003.

This is the only game from the Dragon Quest Monster series that was never released in the United States.

Since this was the 3rd game from the monster series, it is sometimes incorrectly referred to as Dragon Quest Monsters 3: Caravan Heart, when in actuality it is Dragon Quest Monsters: Caravan Heart.




Torland
Key
N
W
E
S
Town
Castle
Port Town
Port
Cave
Shrine / Dungeon / House
Traveller's Gate Shrine
Grand Shrine
Shrine (Foz)
Tower
Ruined Town
http://kaioshin.romhacking.net/
DRAGON QUEST
MONSTERS
Caravan Heart












Town maps from "Dragon Quest: Caravan Heart Monsters" (Game Boy Advanced) ripped by Maneko.
Only to be archived at The Sprite Database.



One night, a monster named Warubou appeared out of nowhere at the home of Terry, our hero, and kidnapped Terry's sister, Milayou.

A moment later, a monster named Watabou appeared out of the same nowhere and told Terry that if he wanted to rescue Milayou, he'd better follow him - fast!

Terry was stunned by these rapid events, but in no time he joined Watabou and warped into the Kingdom of GreatTree.

Little did Terry know what strange adventures lay before him in his quest to rescue his sister Milayou.

Find out for yourself what monsters and mayhem await the mysterious Kingdom of GreatTree!

GreatLog - a small island kingdom that floats in the middle of the southern seas. A small ship sails towards the kingdom, bearing a family with the dream of opening a farm for monsters in a new land. The family's children, a sister and a brother, stare bright-eyed at the emergence of GreatLog over the blue horizon.

Thus begins the tale of Iru and Ruka, soon to be embroiled in a grand and harrowing adventure upon arrival...

Released on May 30th, 2002 for the Sony PlayStation, Dragon Quest Monsters 1 and 2 is a remix of the first 2 Dragon Quest Monster games which originally appeared on the Game Boy Color. This compilation contains Dragon Quest Monsters, and both versions of Dragon Quest Monsters 2, in which you can play as a male or female character. This is basically an improved graphics version of the origina games. The gameplay is similar to the original versions with only minor changes, such as the wandering trainers, who are much harder to encounter in this version of Dragon Quest Monsters 2. There was only a Japanese release of this game, and no plans were ever made for a U.S. version.



 Terry	Terry is the hero of the first Dragon Quest Monsters game. His goal is to become the most powerful Monster Master and find his lost sister, Milayou.
 Iru	A girl who has come to the island kingdom of GreatLog with her family of monster farmers. A strange turn of events makers her a Monster Master, and puts her on a fantastic adventure in search of a plug for GreatLog's navel.
 Ruka	Iru's older brother. He remains on the farm to look after Iru's monsters while she is traveling in other worlds.

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Almiraj	Sleep, Berserker, Charge Up
 Antbear	Lush Licks, Squall Hit, Metal Cut
 ArrowDog	Blaze, Call Help, Mouth Shut
 BeastNite	Sleep, Rain Slash, Giga Slash
 Beavern	Ice Bolt, Charge Up, Geyser
 BigEye	LoweRain, Frigid Air, Ice Bolt
 CatFly	Slow, Stop Spell, Odd Dance
 CatMage	Blaze, Surround, Transform
 DarkHorn	Sleep, Stop Spell, Psyche Up
 Dumbira	Metal Cut, Rain Slash, Twin Slash
 FairyRat	Slow, Surround, Slime Blow
 Goategon	Fireball, Slow, Sleep Air
 Gorago	Bang, Massacre, Eerie Lite
 Grizzly	Leg Sweep, Twin Slash, Squall Hit
 GulpBeast	Ramming, Massacre, War Cry
 HammerMan	Charge Up, Evil Slash, Kamikaze
 Ironturt	Cover, Strong D, Magic Back
 KingLeo	Fireball, Frigid Air, Bi Attack
 MadCat	Leg Sweep, Vacuslash, Squall Hit
 MadGopher	Bird Blow, Zombie Cut, Informer
 Mommonja	Cure Dance, Mouth Shut, Eagle Eye
 NoctoKing	Surround, Sleep Air, Thick Fog
 PillowRat	Slow, Ramming, Side Step
 Saccer	Upper, Psyche Up, Palsy Air
 Skullroo	ChargeUp, PaniDance, EagleEye
 SuperTen	Hustle, KO Dance, Imitate
 Tonguella	Nap Attack, Lush Licks, Sleep Air
 Trumpeter	Sandstorm, Berserker, War Cry
 Unicorn	Heal, Antidote, Vivify
 WildApe	Leg Sweep, Twin Slash, Errand
 WindBeast	Infernos, Ice Bolt, Vacuslash
 Yeti	Ice Bolt, Ice Slash, War Cry

Monster	Special
 AquaHawk	Curse Off, Squall Hit, Aqua Wall
 Azurile	Hell Blast, Meditate, Life Song
 BigRoost	Sandstorm, Vacuslash, Dodge
 Blizzardy	Frigid Air, Ice Slash, Beat
 BullBird	Ramming, Shears, Charge Up
 CragDevil	Infernos, Panic All, Eagle Eye
 Dracky	Sleep, Antidote, Rob Magic
 DuckKite	Sleep, Panic All, Curse
 Emyu	Wind Beast, Hustle, Errand
 Florajay	Speed, Beast Cut, Life Song
 FunkyBird	Panidance, Hustle, Lifedance
 Guardian	Infernos, WindBeast, AquaCut
 KiteHawk	Magic Wall, Curse, Tail Wind
 LandOwl	Infernos, Sidestep, Bold Slash
 MadCondor	Fireball, Heal Us, Multicut
 MadGoose	Odd Dance, Panic All, Lucre Dance
 MadPecker	Infernos, Sap, Vacuslash
 MadRaven	Tailwind, Drak Slash, High Jump
 MistyWing	Surround, Eerie Light, Barrier
 Phoenix	Fire Air, Tailwind, Squall Hit
 Picky	Sap, Surround, Bug Blow
 RainHawk	Strong D, Surge, Mega Magic
 Shantak	Heal Us, Fire Air, Seal All
 StubBird	Bug Blow, Lure Dance, Twin Hits
 WhipBird	Tronize, Tatsu Call, Thick Fog
 Wyvern	Heal, Frigid Air, Sleep
 ZapBird	Lightning, Bold Slash, Hell Blast

Monster	Special
 AsuraZoma	FireAir, GigaSlash, Focus
 Baramos	Bang, RockThrow, Hellblast
 Darck	Firebal, Bang, ChargeUp
 Darkdrium	FireAir, FrigidAir, Bolt
 Deathmore	TatsuCall, Hellblast, BigBang
 Deathmore	FireAir, Ramming, UltraDown
 Deathmore	Focus, DeMagic, BigBang
 Dracolord	Firebal, Meditate, BeDragon
 Dracolord	FireAir, Massacre, Surge
 Esterk	RainSlash, BiAttack, GigaSlash
 Genosidoh	Barrier, WindBeast, MultiCut
 Hargon	Firebal, Bang, TatsuCall
 LordDraco	Bolt, HellBlast, Focus
 Mirudraas	Blaze, Bang, Bolt
 Mirudraas	FireAir, SuckAir, DeMagic
 Mudou	FireAir, FrigidAir, PoisonGas
 Orgodemir	Bang, EvilSlash, Focus
 Orgodemir	MegaMagic, DeMagic, LifeSong
 Pizzaro	FireAir, BiAttack, Hellblast
 PsychoPiz	BigBang, FrigidAir, DeMagic
 Sidoh	FireAir, FrigidAir, Hellblast
 Zoma	FrigidAir, DeMagic, BigBang

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Armorpede	Upper, Twin Slash, Twin Hits
 Armorpion	Zombie Cut, Evil Slash, Lure Dance
 ArmyAnt	Nap Attck, Call Help, Kamikaze
 ArmyCrab	Upper, Metal Cut, Call Help
 Belzebub	Firebal, Farewell, Ramming
 Butterfly	Surround, Curse, Call Help
 Catapila	Upper, Poison Gas, Thick Fog
 Digster	Suck All, Strong D, Farewell
 Droll	Slow, Step Guard, Shears
 Eyeder	Heal, Fireball, Map Magic
 GiantMoth	Paralyze, Radiant, Wind Beast
 GiantSlug	Whistle, Lush Licks, Dodge
 GiantWorm	Step Guard, Odd Dance, Best Cut
 GoHopper	Rob Magic, Charge Up, Call Help
 Gophecada	Beat, Magic Back, Call Help
 HornBeet	Bolt Slash, Devil Cut, Rock Throw
 Lipsy	LushLicks, Ahhh, Pheromone
 MadHornet	Poison Hit, Paralyze, Tailwind
 MultiEyes	Sap, TwinHits, PalsyAir
 Pyuro	Speed, WindBeast, MouthShut
 Sickler	Infernos, DevilCut, SquallHit
 Skularach	Lightning, BiAttack, PoisonGas
 StagBug	Fire Air, Sleep, Leg Sweep
 TailEater	Poison Gas, Ice Slash, Radiant
 WarMantis	VacuSlash, Shears, GigaSlash
 WeedBug	Rob Magic, Barrier, Magic Wall

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 1EyeClown	Blaze, Fireball, Ice Bolt
 AgDevil	Sacrifice, Fireball, Sleep Air
 Akubar	Frigid Air, Bang, Focus
 ArcDemon	Bang, VacuSlash, BoltSlash
 BossTroll	Massacre, Ramming, Cover
 Bubblemon	Watershot, IceSlash, BladeD
 Centasaur	StopSpell, FireSlash, RainSlash
 ChopClown	Vacuslash, Squall Hit, Twin Hits
 DarkEye	CleanCut, PalsyAir, Radiant
 Demonite	Blaze, Frigid Air, Fire Slash
 Durran	Drak Slash, Bird Blow, Wind Beast
 EvilArmor	FireSlash, BoltSlash, AquaCut
 EvilBeast	Fireball, Frigid Air, Ironize
 EvilWell	Blaze, ChargeUp, WarCry
 Eyeball	MagicBack, WarCry, Outside
 GateGuard	Blaze, Cleancut, Thick Fog
 Gigantes	SlimeBlow, ChargeUp, EvilSlash
 GoatHorn	Infernos, Bang, Ice Bolt
 Gremlin	Heal, Fireball, Stop Spell
 Grendal	Cover, Fire Slash, Drak Slash
 Jamirus	Blaze, Tailwind, BiAttack
 LampGenie	Heal, Sleep, TailWind
 Lionex	Infernos, Vacuslash, Heal Us
 MadKnight	Massacre, Beast Cut, Gigaslash
 MedusaEye	Sap, Surround, Shears
 Ogre	MetalCut, PsycheUp, Massacre
 Orc	Sap, Bird Blow, Vivify
 Pixy	Antidote, TwinHits, SealPray
 SkullRider	Leg Sweep, Fire Slash, Rain Slash
 Titanis	Bang, Beserker, UltraDown

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Andreal	Infernos, Poison Gas, Surround
 BattleRex	Fire Air, Metal Cut, Evil Slash
 Chamelgon	Paralyze, Panic All, Palsy Air
 Coatol	Bang, BoltSlash, EvilSlash
 Crestpent	Poison Hit, Stop Spell, Bedragon
 Divinegon	Frigid Air, Meditate, Big Bang
 Dragon	Fire Air, Fire Slash, Seal All
 DragonKid	Fire Air, Sleep Air, Dodge
 Drygon	Sap, Ramming, WarCry
 FairyDrak	Lush Licks, Sleep Air, Surround
 Gasgon	Sacrifice, Berserker, Farewell
 GigaDraco	FireAir, RockThrow, Massacre
 GreatDrak	Frigid Air, Ice Slash, Seal All
 KingCobra	Poison Hit, Curse, Ko Dance
 LizardFly	Fireball, Sap, FireAir
 LizardMan	AquaCut, GigaSlash, EvilSlash
 MadDragon	EvilSlash, Massacre, CureDance
 Minidrak	Sandstorm, Running, Call Help
 Orligon	TwinHits, Beserker, StrongD
 Orochi	Fire Air, Fire Slash, Bi Attack
 Poisongon	Poison Hit, Lush Licks, Poision Gas
 Pteranod	Fireball, Tailwind, Wind Beast
 Rayburn	VacuSlash, DevilCut, PoisonHit
 Serpentia	SlimeBlow, DevilCut, RainSlash
 SkyDragon	Fire Air, Suck Air, Multicut
 SnakeBat	RockThrow, LushLicks, Errand
 Spikerous	Berserker, Rock Throw, Kamikaze
 Swordgon	Cleancut, Blade D, Rainslash
 Tortragon	Lightning, Ironize, Magic Back
 Vampirus	Infernos, CallHelp, BiAttack
 Wingsnake	Poison Gas, Squall Hit, High Jump

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Balzak	Bang, Bolt, Multicut
 BombCrag	Sacrifice, Farewell, RockThrow
 Brushead	OddDance, SandStorm, LoveRain
 CloudKing	Infernos, Barrier, Surge
 CoilBird	Dechaos, Numb Off, Seal All
 CurseLamp	Speed, Upper, Twin Hits
 DarkMate	Beat, HellBlast, EerieLite
 EvilPot	Beat, Massacre, Outside
 EvilWand	Frigid Air, Dechaos, Map Magic
 Exaucers	TakeMagic, WindBeast, PaniDance
 Facer	Sacrifice, Infernos, Lifesong
 Gismo	Fire Air, Frigid Air, Suck Air
 GoldGolem	Tatsu Call, Surge, Big Bang
 Golem	ChargeUp, PsycheUp, Meditate
 Goopi	Leg Sweep, Call Help, Dodge
 IceMan	Frigid Air, Ice Bolt, Strong D
 JewelBag	Fireball, Stop Spell, Panic All
 Lavaman	Blaze, Fire Air, Cover
 MadCandle	Blaze, Whistle, Psyche Up
 MadMirror	Magic Back, Transform, Outside
 MetalDrak	FireAir, Massacre, SandStorm
 Mimic	Blaze, Beat, EagleEye
 Mud Doll	Sidestep, Odd Dance, Hustle
 ProtoMech	SlimeBlow, ChargeUp, Ramming
 Puppetor	OddDance, CureDance, Pheromone
 Roboster	Squall Hit, Rain Slash, Bi Attack
 Roboster	BoltSlash, MetalCut, GigaSlash
 RogueNite	Heal, Metal Cut, Evil Slash
 Sabreman	Rob Magic, Paralyze, Devil Cut
 SpikyBoy	Sacrifice, Slime Blow, High Jump
 StoneMan	StrongD, Cover, SealAll
 Voodoll	Sap, Surround, Panic All

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 AmberWeed	Twin Hits, Barrier, Magic Wall
 BeanMan	Rob Magic, Map Magic, Twin Hits
 Cactiball	Paralyze, Odd Dance, High Jump
 DanceVegi	Sidestep, Cure Dance, KO Dance
 Devipine	Beat, SleepAir, PoisonGas
 Egdracil	Vivify, SleepAir, SealAll
 Eggplaton	Mpass, OddDance, CureDance
 EvilSeed	Paralyze, Cleancut, Radiant
 FaceTree	Stop Spell, Odd Dance, Curse
 Fireweed	Blaze, Dechaos, Palsy Air
 Floraman	Fireball, Antidote, Curse Off
 FooHero	Bolt, Heal, GigaSlash
 GhosTree	RobMagic, CureDance, EerieLite
 Gulpple	NapAttack, HighJump, SleepAir
 HerbMan	Curse, Dance Shut, Focus
 MadPlant	Slow, Sap, Numb Off
 Maneater	Sleep Air, Drak Slash, Psyche Up
 Oniono	Rob Magic, Sleep Air, Charge Up
 RoseVine	Blade D, Bi Attack, Ultra Down
 Slurperon	Sleep, OddDance, LushLicks
 Snapper	StopSpell, CallHelp, RainSlash
 Stubsuck	Sleep, Step Guard, Zombie Cut
 Toadstool	Nap Attack, Sleep Air, Mouthshut
 TreeBoy	Mpass, CurseOff, Hustle
 Warubou	Mpass, DeMagic, Pheromone
 Watabou	Whistle, Imitate, Chance
 WingTree	Step Guard, Zombie Cut, Farewell

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 Babble	Poison Hit, Surround, Eerie Light
 BoxSlime	Blaze, Upper, Ramming
 DrakSlime	Fire Air, Suck Air, Be Dragon
 FangSlime	CallHelp, ChargeUp, WarCry
 GoldSlime	Surge, Big Bang, Chance
 GranSlime	Farewell, Focus, Informer
 HaloSlime	Sleep, SealPray, LifeSong
 Healer	Heal, Upper, Heal Us
 KingSlime	Mpass, Barrier, Vivify
 Metabble	Sacrifice, Fireball, Bang
 MetalKing	Bolt, Ironize, Hell Blast
 Metaly	Blaze, Ice Bolt, Beat
 MimeSlime	PanicAll, Ahhh, LoveRain
 PearlGel	Upper, ChargeUp, Radiant
 RockSlime	Strong D, Rock Throw, High Jump
 Slabbit	Whistle, Leg Sweep, Sidestep
 Slime	Fireball, Radiant, Mega Magic
 Slimeborg	Lightning, Blade D, Rain Slash
 SlimeNite	Heal, Upper, Beast Cut
 Snaily	Ice Bolt, Numb Off, Call Help
 SpotKing	Nap Attack, Cleancut, Mouthshut
 SpotSlime	CleanCut, NapAttack, MouthShut
 TreeSlime	Sap, Paralyze, Sleep Air
 TropicGel	Mpass, SleepAir, LushLicks
 WingSlime	Tailwind, Squall Hit, Windbeast
 WonderEgg	Sacrifice, Ironize, Chance

Monster	Special
 Anemon	Fireball, Paralyze, PoisonGas
 Angleron	Bolt, Surround, SleepAir
 Aquadon	RobMagic, WindBeast, Beserker
 Aquarella	Barrier, SquallHit, Geyser
 AxeShark	Sap, RainSlash, Cover
 CancerMan	BoltSlash, BeastCut, RainSlash
 Clawster	DrakSlash, MetalCut, BiAttack
 Digong	FireAir, Ramming, PoisonGas
 FishRider	BoltSlash, RainSlash, Dodge
 Gamanian	Fireball, NapAttack, LushLicks
 Grakos	TwinHits, HighJump, SandStorm
 HoodSquid	CallHelp, BiAttack, CureDance
 KingSquid	Vivify, RainSlash, PsycheUp
 Merman	Vivify, Sap, SleepAir
 MerTiger	Icebolt, Sleep, WarCry
 Moray	Sleep, PsycheUp, PoisonGas
 Octogon	Mpass, BiAttack, Hustle
 Octokid	Heal, Mpass, CureDance
 Octoraid	DrakSlash, SquallHit, GigaSlash
 Octoreach	OddDance, PaniDance, Geyser
 Petiteel	Speed, TwinHits, Ramming
 Poseidon	Bolt, Focus, Dodge
 Pumpoise	CallHelp, SuckAir, Dodge
 PutreFish	PanicAll, Watershot, Ramming
 RayGigas	Fireball, MouthShut, AquaWall
 RogueWave	Watershot, PoisonGas, AquaWall
 RushFish	Upper, Kamikaze, SandStorm
 Scallopa	Upper, MagicWall, Radiant
 SeaHorse	FrigidAir, Geyser, BladeD
 Starfish	Upper, PoisonHit, OddDance
 WalrusMan	BugBlow, EvilSlash, Massacre
 WhaleMage	Antidote, Watershot, Geyser

Beast | Bird | Boss | Bug | Devil | Dragon | Material | Plant | Slime | Water | Zombie

Monster	Special
 BoneSlave	Bang, BoltSlash, BiAttack
 CaptDead	CallHelp, AquaCut, SquallHit
 Copycat	Odd Dance, Transform, Imitate
 DarkCrab	Step Guard, Ironize, Magic Wall
 DeadNite	Heal, Dechaos, CurseOff
 DeadNoble	HealUs, AquaCut, TatsuCall
 FoxFire	Blaze, Firebal, Outside
 Hork	Lush Licks, Poison Gas, Eerie Light
 Inverzon	Surround, PoisonGas, SideStep
 Lazamanus	TakeMagic, K.O. Dance, LifeDance
 MadSpirit	Sleep Air, Radiant, Thick Fog
 Mudron	Beat, Mpass, Vivify
 Mummy	Paralyze, Evil Slash, Call Help
 NiteRich	Beat, ThickFog, BladeD
 NiteWhip	WindBeast, Lightning, Informer
 PomPomBom	Beat, ThickFog, LifeDance
 PutrePup	Slow, Sap, Magic Back
 Reaper	Devil Cut, Eerie Light, Curse
 RotRaven	Lighting, Bolt Slash, Kamikaze
 Servant	Blaze, Ice Bolt, Focus
 Shadow	FrigidAir, K.O. Dance, ThickFog
 Skeletor	Sap, Bird Blow, BiAttack
 Skullgon	Frigid Air, Twin Slash, Ice Slash
 Skulpent	Beat, PoisonHit, Dodge
 Spooky	Radiant, MouthShut, Outside
 WhiteKing	Infernos, Bolt, Chance
 WindMerge	Infernos, Curse Off, Barrier

Consists of the original Dragon Quest Monsters game, along with both versions of Dragon Quest Monsters 2

Cobi is known as Ruka, and Tara is known as Iru

This PlayStation version was never considered for a U.S. release

The wandering trainers are much harder to encounter in this version of Dragon Quest Monsters 2



Welcome to Green Bays, a cluster of mysterious islands that sparkle like jewels in the shimmering ocean! But travelers beware! The islands are not as peaceful as they seem, for they teem with a multitude of monsters both great and small.

Green Bays is also home to the famous Monster Scout Challenge. This renowned contest, held once every few years, determines who will be crowned the world's greatest scout. The challenge is organized by the Monster Scout Organization, whose headquarters are located on Domus Isle, which lies at the center of the archipelago.

Now a new challenge is about to begin and the creme de la creme of the scout world are converging on the islands...

It is time for you to begin your quest to become the greatest monster scout in Green Bays, and in history!

Released on November 6th, 2007 for the Nintendo DS, Dragon Quest Monsters: Joker is a Hero's quest to collect 10 Darkonium crystals, and proceed through the rest of the prelim challenges, giving him a shot at first place in the tournament.



Throughout your adventure, you will be forced to scout and raise hundreds of monsters, ranging in all sizes and shapes. You can attempt to scout a monster as many times as you want during a battle, until the monster either flees or takes offense. The success rate of scouting a monster depends on the strength of your team, as well as the strength and family of the monster you are attempting to scout. Monsters are broken down in families, and there are a total of eight different families that a monster can belong to.

In addition to being broken up into families, monsters are also given a ranking. This ranking gives an idea of how quickly the monster will grow, and how difficult it is to synthesize. The more complex a monster's family tree is, the higher the monster's ranking will be.

Unlike past Dragon Warrior Monster games, the monsters in DQM Joker grow stronger by allocating Skill Points. The player may place these points onto one of the monster's three skill sets, after reaching a certain level. The levels that Skill Points become available varies with the monster. Skill Points will either increase the monster's stats, or allow the monster the option to learn a new attack. Some skill sets can be upgraded by maxing them out, while others must be unlocked through breeding monsters who have mastered the skills. When synthesizing, the resulting monster can choose its skill sets from those its parents had, the ones that monster naturally knows, and any new ones unlocked through the synthesizing process.

A monster's skills can also be improved through the use of Skill Seeds. These seeds are scattered around the Green Bays, and can be found at nighttime when the mysterious light they give off can be seen. Each seed give three Skill Points to the selected monster, in whatever category the seed falls under.

Dragon Quest Monsters: Joker was a well received game, especially in Japan where it sold over 1.45 million copies. It's popularity and success garnered several sequels with the Monsters Joker name released on the DS within the following years.



Hero

A true loner with a don't-mess-with-me glint in his eyes, this young Monster Scout Challenge hopeful has a style and fashion all of his own. The scout ring that gleams on his finger is proof of his status as a monster scout, but does this wild card have what it takes to come out on top?



Warden Trump

The disciplinarian leader of CELL, a shadowy organization whose existence is unknown to the majority of Green Bays' inhabitants. His uncompromising approach to his work instills both fear and respect in all of his subordinates.



Solitaire

A young woman of unknown background who is also competing in the Monster Scout Challenge. From your very first meeting, it is clear that the two of you are set upon a collision course...



Dr. Snap

The commissioner of the Monster Scout Organization, and the man in charge of the Monster Scout Challenge. A renowned doctor and scientist, he is credited with inventing the scout ring. A man obsessed with all things monster-related, his real motives for holding the challenge are still unclear.



Incarnus

A monster that takes the form of a wolf pup, with armor protecting its head and body. It is a magical creature like no other, for it speaks the language of humans fluently and belongs to no known monster family.

The mysterious incarnus will join you on your adventure, but will the beast prove to be friend or foe?

Monster	HP	MP	Skillset	Resistances / Weaknesses
 Abyss Diver	990	440	Crack & Zap	Sleepproof
 Ace of Spades	940	650	Cursader	Fire Breathproof, Healed by Zam, Vulnerable to Zap, Whackproof
 Alabast Dragon	930	610	Cleric	Healed by Zap, Ice Breathproof, Whackproof
 Anchorman	980	640	Materialist	Inactionproof
 Angel Slime	770	990	Healer	Healed by Zap, Vulnerable to Zam, Whackproof
 Archdemon	980	520	Frizz & Bang II	Bangproof, Whackproof
 Argon Lizard	990	580	Toxifier	Paralysisproof, Poisonproof
 Atlas	990	490	Diabolist	Whackproof
 Bag o' Laughs	680	980	Fear-monger	?
 Beetleboy	940	460	Hive Mind	Sleepproof, Vulnerable to Frizz
 Beetlebully	960	480	Bounty Hunter	Dazzleproof, Vulnerable to Frizz
 Behemoth Slime	990	710	Woosh & Zap	Whackproof
 Belial	860	440	Bang & Zam II	Bangproof, Vulnerable to Fizzle, Whackproof
 Beshemoth Slime	990	520	Frizz & Zam	Frizzproof
 Black Dragon	990	430	Antimagic	Whackproof, Zamproof
 Bodkin Archer	940	680	Fortifier	Fizzleproof
 Boe	920	650	Fortifier	Confusionproof
 Boh	950	900	Healer	Fizzleproof
 Bone Baron	880	530	Diabolist	Inactionproof, Vulnerable to Zap, Whackproof
 Boss Troll	990	710	Anti-dragon	Dazzleproof, Sleepproof, Whackproof
 Brownie	920	690	Bounty Hunter	Drain Magicproof
 Bubble Slime	900	630	Slimer	Poisonproof
 Buffalogre	990	370	Berserker	Confusionproof, Whackproof
 Bullfinch	820	590	Toughie	Sagproof, Vulnerable to Sleep
 Cannibox	980	560	Fear-monger	Whackproof
 Capsichum	700	920	Saboteur	Sleepproof, Vulnerable to Frizz
 Captain Crow	880	720	Captain Crow	Confusionproof, Paralysisproof, Whackproof
 Chainine	990	540	Mime	Dazzleproof
 Chimaera	960	650	Cleanser	Confusionproof
 Cluboon	970	380	Cluboon	Healed by Earth, Sagproof, Vulnerable to Fire
 Cluboon Ace	950	600	Cluboon III	Healed by Earth, Poisonproof, Sleepproof, Vulnerable to Fire, Whackproof
 Cockateer	980	240	Bird Brain	Sleepproof
 Crabid	940	410	Defender	Vulnerable to Frizz
 Cureslime	860	990	Healer	Fizzleproof, Whackproof
 Dancing Devil	790	970	Dancer	Drain Magicproof

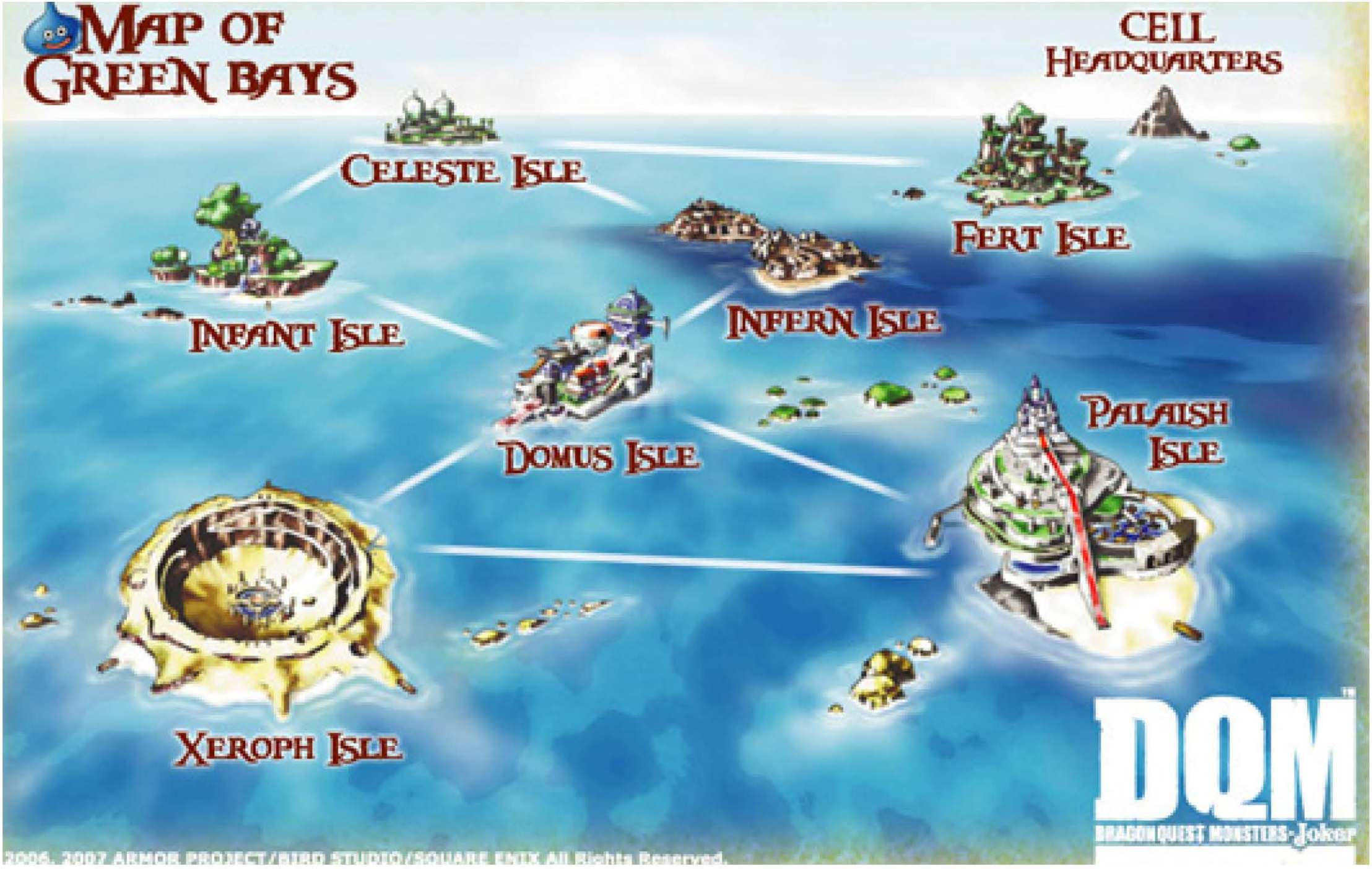
Monster	HP	MP	Skillset	Resistances / Weaknesses
 Dancing Flame	880	610	Fire Fighter	Healed by Fire Breath, Healed by Frizz, Vulnerable to Crack
 Dark Slime	740	930	Muspell	Healed by Zam, Vulnerable to Zap
 Dark Slime Knight	940	590	Dark Knight	Zamproof
 Darkonium Slime	64	999	Fire II	Practically Invincible
 Demon-at-Arms	860	470	Crack & Zam II	Vulnerable to Sag, Whackproof
 Demonrider	820	690	Diminisher	Fizzleproof, Vulnerable to Zap
 Dessert Demon	990	620	Bolsterer	Dazzleproof
 Dhoulmagus	800	870	Dhoulmagus	Whackproof, Wooshproof
 Diamagon	990	450	Diamagon	Healed by Water, Ice Breathproof, Vulnerable to Lightning
 Diamagon Ace	930	740	Diamagon III	Confusionproof, Healed by Water, Poisonproof, Vulnerable to Lightning, Whackproof
 Diemon	950	580	Wind Blower	Confusionproof
 Dingaling	800	710	Materialist	Confusionproof
 Don Mole	970	610	Mime	Inactionproof
 Dr Snapped	800	700	Dr Snapped	Healed by Zam, Vulnerable to Zap, Whackproof
 Dracky	860	690	Dark Knight	Frizzproof
 Dragonlord	930	550	Dragonlord	Fire Breathproof, Ice Breathproof, Whackproof
 Dragon Slime	860	620	Dragon Lore	Fire Breathproof, Ice Breathproof
 Dragonthorn	990	750	Toxifier	Fizzleproof, Vulnerable to Frizz
 Dragovian Lord	920	660	Dragovian Lord	Fire Breathproof, Ice Breathproof, Whackproof
 Dragurn	990	520	Fire	Fizzleproof
 Drake Slime	940	440	Slimer	Fire Breathproof, Ice Breathproof
 Drakulard	990	390	Toughie	Whackproof, Zapproof
 Drakularge	990	550	Boom Boxer	Bangproof, Whackproof
 Dullahan	900	560	Champion	Paralysisproof, Whackproof
 Empyrea	860	610	Crusader	Healed by Zap, Sleepproof, Vulnerable to Zam, Whackproof
 Estark	880	300	Estark	Fizzleproof, Vulnerable to Sleep, Whackproof
 Eveel	900	590	Hypnotist	Healed by Water, Poisonproof
 Fallen Priest	730	990	Woosh & Zam	Fizzleproof
 Fencing Fox	820	730	Guerrilla	Confusionproof
 Firespirit	810	990	Fire	Healed by Fire Breath, Healed by Frizz, Vulnerable to Water
 Flyguy	860	670	Seal	Sleepproof, Vulnerable to Frizz
 Frogface	750	990	Healer	Vulnerable to Frizz
 Frostburn	900	650	Icemeister	Healed by Crack, Healed by Ice Breath, Vulnerable to Frizz
 Frou-Frou	990	640	Cold Sleep	Dazzleproof, Fire Breathproof, Whackproof
 Frou-Fry	990	500	Icemeister	Paralysisproof

Monster	HP	MP	Skillset	Resistances / Weaknesses
 Funghoul	900	700	Graveheart	Poisonproof, Vulnerable to Frizz
 Gargoyle	830	600	Bird Brain	Inactionproof
 Garuda	810	610	Frizz & Zap	Fizzleproof
 Gem Slime	64	999	Bang & Zap	Practically Invincible
 Ghost	780	990	Graveheart	Whackproof
 Giant Moth	750	980	Toxifier	Paralysisproof, Poisonproof, Vulnerable to Frizz
 Gigantes	990	400	Anti-metal	Whackproof
 Gold Golem	990	460	Iceplosion Slashes	Vulnerable to Sleep, Whackproof
 Golem	990	340	Materialist	Vulnerable to Sleep, Whackproof
 Goodybag	690	950	Enfeebler	Fizzleproof
 Gorerilla	990	190	Huntsman	Dazzleproof
 Gracos	920	570	Crack & Zap	Fizzleproof, Healed by Water
 Grandpa Slime	960	990	Bang & Zap	Whackproof
 Great Argon Lizard	990	420	Breath	Fire Breathproof
 Great Dracky	970	250	Bang & Crack	Bangproof, Healed by Zam
 Great Dragon	980	290	Ice	Fire Breathproof, Ice Breathproof, Whackproof
 Great Sabrecat	990	260	Speedster	Decelerateproof
 Great Sabrecub	980	290	Naturalist	Decelerateproof
 Green Dragon	990	480	Dragon Lore	Fire Breathproof, Ice Breathproof
 Grim Rider	870	330	Assassin	Sleepproof, Vulnerable to Zap
 Gryphon	860	740	Antimagic	Fizzleproof
 Hacksaurus	970	180	Dragon Lore	Confusionproof
 Hades Condor	910	800	Cure-all	Ice Breathproof
 Hammerhood	990	750	Huntsman	Dazzleproof
 Hawkhart	980	450	Hawkhart	Fizzleproof, Healed by Fire, Vulnerable to Water
 Hawkhart Ace	800	900	Hawkhart III	Attack Magicproof, Healed by Fire, Vulnerable to Poison, Vulnerable to Sleep, Vulnerable to Water
 Headhunter	900	620	Berserker	Whackproof
 Healslime	770	990	Healer	Fizzleproof
 Heligator	990	630	Naturalist	Fire Breathproof, Ice Breathproof
 Hell Hornet	700	790	Diminisher	Paralysisproof, Poisonproof, Vulnerable to Frizz
 Hellhound	950	210	Crack & Zam	Sagproof, Vulnerable to Zap
 Hunter Mech	950	520	Anti-metal	Paralysisproof, Poisonproof, Whackproof
 Imp	840	780	Frizz & Bang	Fizzleproof
 Jailcat	990	640	Woosh & Crack	Crackproof
 Jamirus	780	650	Frizz & Woosh	Fizzleproof, Vulnerable to Inaction, Whackproof

Monster	HP	MP	Skillset	Resistances / Weaknesses
 Jargon	990	730	Toughie	Drain Magicproof
 Jum	990	470	Defender	Sleepproof
 Jumping Jackal	970	390	Speedster	Dazzleproof
 Khalamari	970	700	Breath II	Fizzleproof, Healed by Water, Whackproof
 Khalamari Kid	800	730	Aquapothecary	Fizzleproof, Healed by Water
 Killing Machine	810	400	Assassin	Dazzleproof, Vulnerable to Bang, Whackproof
 King Bubble Slime	990	800	Bad Breath	Paralysisproof, Poisonproof
 King Cureslime	990	740	Cure-all	Fizzleproof, Whackproof
 King Kelp	690	900	All-Rounder	Healed by Water, Sleepproof
 King Slime	990	600	Cleric	Whackproof
 King Squid	990	610	Cleanser	Fizzleproof, Healed by Water
 Komodo	990	400	Defender	Dazzleproof
 Leopold	850	560	Leopold	Confusionproof, Healed by Zam, Vulnerable to Zap
 Lesser Demon	750	990	Diabolist	Bangproof
 Lethal Armour	980	520	Cold Sleep	Confusionproof
 Lips	920	640	Hypnotist	Drain Magicproof
 Liquid Metal Slime	48	999	Bombadier	Practically Invincible
 Living Statue	990	520	Barricade	Sleepproof, Whackproof
 Lump Wizard	620	990	Bang & Woosh	Attack Magicproof
 Malroth	900	870	Healer	Confusionproof, Healed by Zam, Whackproof
 Mecha-Mynah	820	720	Bird Brain	Inactionproof, Whackproof
 Mechan-o'-Wyrm	990	680	Barricade	Paralysisproof, Whackproof
 Megalodon	890	500	Breath	Fizzleproof
 Merman	830	560	Aquapothecary	Dazzleproof, Healed by Water
 Metal Dragon	950	480	Assassin	Whackproof
 Metal Kaiser Slime	52	999	Bang & Zam	Practically Invincible
 Metal King Slime	56	999	Bang & Crack	Practically Invincible
 Metal Slime	999	950	Slimer	Practically Invincible
 Metal Slime Knight	790	570	Darklight Slashes	Paralysisproof
 Mimic	920	550	Nightmare	Whackproof
 Mischievous Mole	990	480	Guerrilla	Dazzleproof
 Mohawker	990	590	White Knight	Sleepproof, Whackproof
 Moosifer	980	510	Woosh & Crack	Whackproof
 Mortamor	780	999	Mortamor	Fire Breathproof, Ice Breathproof, Whackproof
 Mud Mannequin	950	740	Dancer	Dazzleproof, Vulnerable to Frizz

Monster	HP	MP	Skillset	Resistances / Weaknesses
 Muddy Hand	870	690	Materialist	Dazzleproof, Vulnerable to Frizz
 Mum	820	820	Mage Aid	?
 Mumboh-Jumboe	940	610	Barricade	Sleepproof, Whackproof
 Mummy Boy	990	440	Graveheart	Crackproof, Vulnerable to Zap, Whackproof
 Nardragon	990	400	Martyr	?
 Night Clubber	990	530	Martyr	Whackproof
 Night Emperor	930	850	Bad Breath	Sleepproof
 Nimzo	850	530	Nimzo	Healed by Zam, Vulnerable to Sap, Whackproof
 Notso Macho	990	520	Berserker	Confusionproof
 Octavian Sentry	880	710	Thunderwind Slashes	Healed by Water, Sagproof
 Orc	910	510	Speedster	Sleepproof
 Orgodemir	740	860	Muspell	Paralysisproof, Vulnerable to Confusion, Whackproof
 Pan Piper	930	670	Nightmare	Sleepproof
 Pazuzu	910	500	Bombadier	Bangproof, Whackproof
 Phantom Fencer	770	570	Wind Blower	Vulnerable to Zap, Whackproof, Wooshproof
 Phantom Swordsman	790	890	Woosh & Zam	Dazzleproof, Vulnerable to Zap, Whackproof
 Platypunk	940	610	Naturalist	Fizzleproof
 Psaro	960	450	Niflheim	Whackproof
 Puppeteer	890	740	All-Rounder	Sleepproof
 Red Dragon	950	520	Seal	Fire Breathproof, Fizzleproof
 Restless Armour	890	540	Anti-dragon	Whackproof
 Rhapthorne	760	999	Rhapthorne	Healed by Zam, Whackproof
 Rhapthorne II	999	610	Rhapthorne II	Healed by Zam
 Riptide	840	440	Firewind Slashes	Confusionproof
 Robbin' Hood	880	590	Bounty Hunter	Inactionproof, Whackproof
 Rockbomb	990	560	Martyr	Whackproof
 Roseguardin	750	490	Diminisher	Fizzleproof, Vulnerable to Paralysis, Whackproof
 Ruin	999	550	Niflheim	Confusionproof, Whackproof
 Satyr	940	550	Dancer	Sleepproof
 Scissor Beatle	890	460	Hive Mind	Sleepproof, Vulnerable to Frizz
 Scorpion	780	660	Hive Mind	Paralysisproof, Poisonproof, Vulnerable to Frizz
 Sea Dragon	920	620	Ice	Bangproof
 Seasaur	990	650	Dragon Lore	Fizzleproof
 Sea Urchin	690	980	Aquapothecary	Fizzleproof, Healed by Water
 Shadow	710	880	Reaper	Healed by Zam, Vulnerable to Zap, Whackproof

Monster	HP	MP	Skillset	Resistances / Weaknesses
 She-Slime	870	690	Frizz & Zap	Vulnerable to Frizz
 Shell Slime	840	820	Bolsterer	?
 Silvapithecus	860	760	Diabolist	Whackproof
 Skelegon	990	400	Crack & Zam	Vulnerable to Zap, Whackproof
 Skeleton	990	470	Enfeebler	Inactionproof, Vulnerable to Zap, Whackproof
 Skeleton Soldier	990	570	Healer	Inactionproof, Vulnerable to Zap, Whackproof
 Skipper	870	580	Saboteur	Inactionproof
 Slime	910	600	Slimer	?
 Slime Knight	820	590	White Knight	Confusionproof
 Snail Slime	800	920	Mage Aid	Dazzleproof
 Snapdragon	990	770	Frizz & Woosh	Confusionproof, Vulnerable to Frizz
 Soulspawn	670	990	Graveheart	Poisonproof, Vulnerable to Zap, Whackproof
 Spiked Hare	890	410	Naturalist	Drain Magicproof
 Spitnik	990	650	Frizz & Bang	Healed by Bang, Vulnerable to Crack
 Stark Raven	830	640	Bird Brain	Whackproof
 Stump Chump	920	630	Green Finger	Fizzleproof, Vulnerable to Frizz
 Tortured Soul	750	990	Crusader	Sleepproof, Vulnerable to Zap, Whackproof
 Trap Box	930	680	Fear-monger	Paralysisproof, Whackproof
 Treeface	990	540	Green Finger	Vulnerable to Frizz
 Trode	880	560	Trickster	Fire Breathproof, Fizzleproof, Whackproof
 Tyrantosaurus	950	380	Guerrilla	Sagproof
 Wailin' Weed	780	990	All-Rounder	Fizzleproof, Vulnerable to Frizz
 Walking Corpse	999	680	Bad Breath	Poisonproof, Vulnerable to Zap, Whackproof
 Wax Murderer	780	620	Fire Fighter	Sagproof
 Weartiger	930	490	Boom Boxer	Fizzleproof
 Wight King	790	990	Reaper	Sleepproof, Vulnerable to Zap, Whackproof
 Wild Boarfish	740	860	Huntsman	Drain Magicproof, Healed by Water
 Wildcard	900	700	Crusader	Fire Breathproof, Healed by Zap, Vulnerable to Zam, Whackproof
 Wild Slime	990	360	Champion	Sagproof
 Winky	840	740	Seal	Dazzleproof, Whackproof
 Wrecktor	730	990	Bang & Woosh	Fizzleproof
 Wulfspade	950	440	Wulfspade	Healed by Lightning, Sagproof, Vulnerable to Earth
 Wulfspade Ace	900	700	Wulfspade III	Healed by Lightning, Paralysisproof, Poisonproof, Vulnerable to Earth, Whackproof
 Yabby	730	860	Mage Aid	Confusionproof, Healed by Water
 Zoma	680	660	Ice II	Fizzleproof, Vulnerable to Zap, Whackproof


Map of Green Bays
Cell Headquarters
Celeste Isle
Fert Isle
Infant Isle
Infern Isle
Domus Isle
Palaish Isle
Xeroph Isle
DQM
Dragon Quest Monsters: Joker
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DOMUS ISLE



1 - Store
2 - Scoutpost
3 - Housing
4 - Mess Hall
5 - Sewer Entrance
6 - Jetty to Infant Isle
7 - Jetty to Celeste Isle
8 - Jetty to Xeroph Isle
9 - Jetty to Infern Isle
10 - Baden's Bell

INFANT ISLE AND CAVE

1 - JETTY TO DOMUS ISLE
2 - SCOUTPOST
3 - PROFICIENCY TEST
4 - JETTY TO CELESTE ISLE





INFERN ISLE



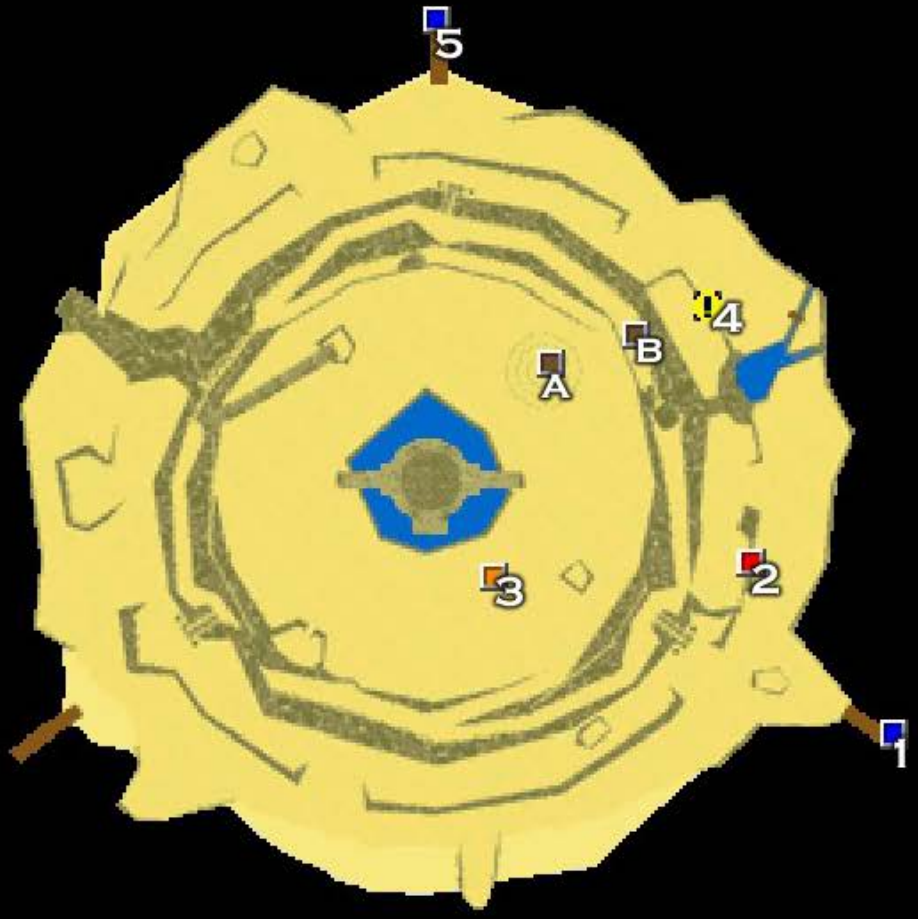
1 - Jetty to Domus Isle
2 - Jetty to Celeste Isle

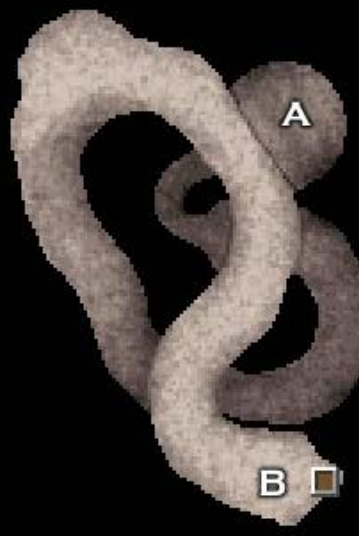
Uncharted Island

Drakee, Slime, Stump Chump



XEROPH ISLE

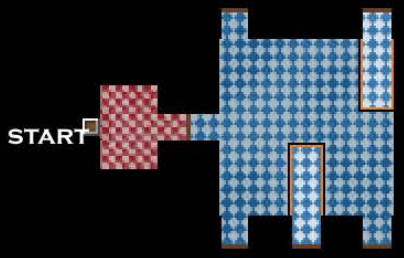




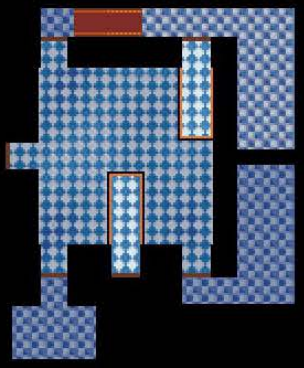
1 - Jetty to Domus Isle
2 - Scoutpost
3 - Battle Arena
4 - Shrine

PALAISH SHRINE

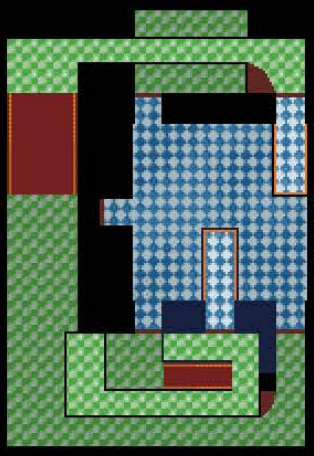
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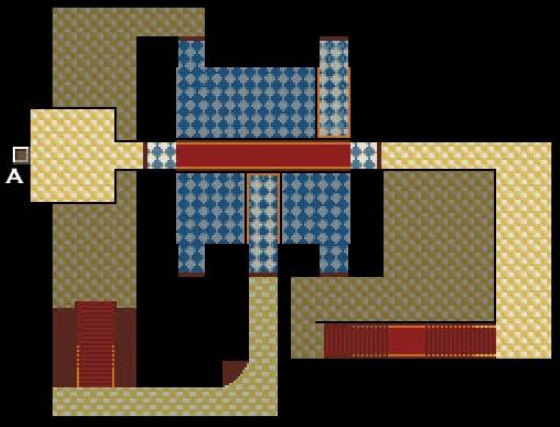
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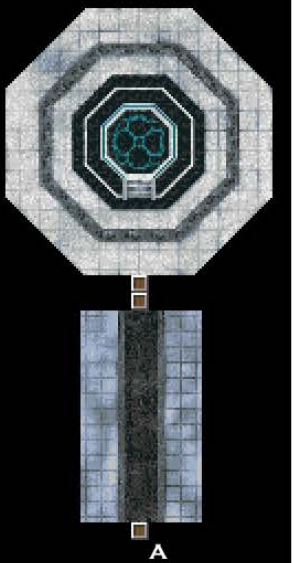


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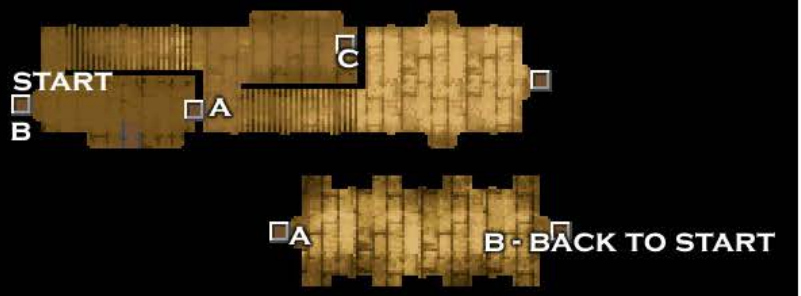
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XEROPH SHRINE

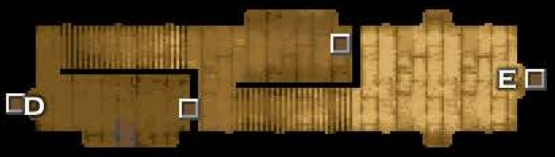
F1



F2

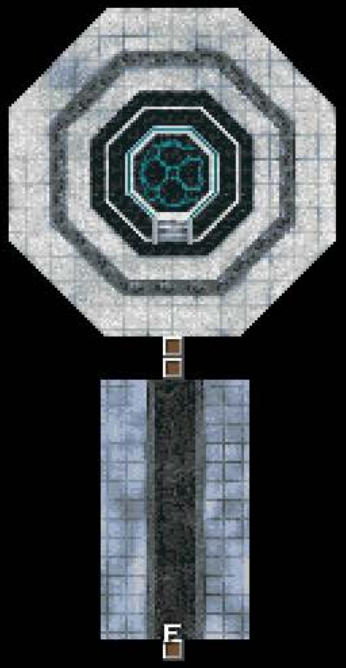


F3



F4





A Slime Draws Near

Part hard-core RPG, part Pokémon-style creature collector, Square-Enix's **Dragon Quest Monsters: Joker** brings a new twist to an old-school franchise on the DS.

By George Sinfield



The big guns of Dragon Quest—director Yuji Horii, character designer Akira Toriyama, and musician Koichi Sugiyama—had a vision for the franchise's turn-based DS debut: monster collection, character customization, strong battle strategy, and more than 200 beasts culled from Dragon Quest's 20-year history. As the story begins, an adventurer is sent by his father (the leader of possibly corrupt organization CELL) to join the Monster Scout Challenge of the Green Bays archipelago and investigate strange goings-on within the competition. You name the newbie hero and every monster that you bring onto his team, starting with your choice of a Dracky, a Platypunk, and a Mischievous Mole. During monster confrontations, you have the choice to either fight the opposing critters or convince them to join your side by scouting them (basically beating them down without causing damage). The adventure has clear goals, displayed on the bottom screen, but gives you plenty of leeway to explore as you wish, and a bag full of storyline surprises. You'll meet other humans as you hop across the island chain (and maybe even an uncharted island or two), but the real stars of the game are the creatures of five monster families: Slime, Dragon, Nature, Beast, and Material. Some monster types have influence over others (making it easier for them to defeat and recruit other types) and all monsters have room for growth, which you direct. Once you have a team that you are happy with, you can challenge other DQMJ players either through local wireless matches or Nintendo Wi-Fi Connection. Yeah, it's a lot like Pokémon, but with more of a traditional RPG flair.









Only on the DS

A variation of the Dragon Quest VIII (PS2) graphics engine makes Toriyama's characters come to life with 3-D, cel-shaded graphics displayed on the DS's top screen. Tropical settings, dark caves, and castle grounds—shown in both day and night cycles—immerse you in the game world. The top screen is free of icons and meters—you do all of your adventure management on the bottom screen: a map of your location, a reminder of your current mission, and entries for your scout and monsters appear there. You can drag the map to the center of the screen for a better look at the surrounding area. You can also tap the character pictures to open menus. The scout's menu gives you access to his items, spells, and abilities, allows you to reconfigure the team and view a library that stores all of the monsters that you've encountered, and lets you save your progress. The individual monster command menus provide information and options for the creatures on the team. Menu manipulation can also be handled easily with a tap of the X Button followed by use of the Control Pad and the A and B Buttons.



Fight or Run

There was a time in Dragon Quest games (called Dragon Warrior in North America until a couple of years ago) when monsters would attack without warning. All of the beasts in DQMJ are visible on the top screen, giving you the option to battle them for experience points, scout them to have them join your team, or avoid them if you'd rather not be bothered.



Battle Station

You do a lot of fighting in RPGs to build your characters' levels. When you're in a place where you know that the opposing monsters don't pose a credible threat, you just want to blaze through the baddies. DQMJ's time-saving Fight command signals your team to use tactics that you've preset (via the Tactics command) and go through a round of battle without further instructions. Tactics range from telling your monsters to go at it with only physical attacks to commanding them to focus on healing. In intricate battles, where the outcome could go either way, you can give your creatures specific orders for every turn. The fight takes longer, but the results are usually more satisfying. The commands are displayed on the touch screen, and you can trigger them with your stylus or with the Control Pad and buttons.





Tell your monsters to fight, and they will follow preset tactics to carry out your will.



When you issue orders to individual monsters, arrows point to each monster's target on the bottom screen.



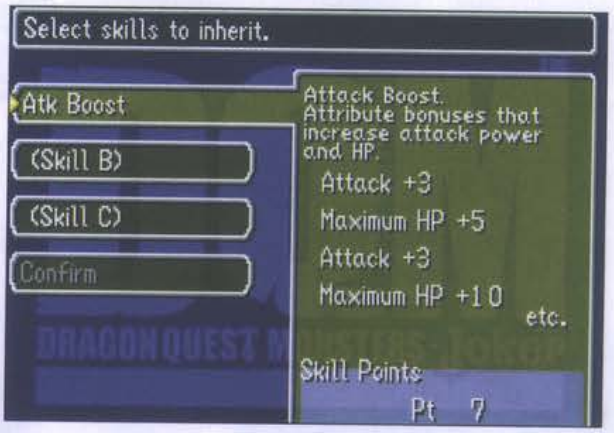
A Team on the Rise

Not only can you recruit creatures to your team via the Scout command, but once they are on your side, you can develop their skills to your liking. Periodic level increases give your monsters Skill points. Most monsters have two or three areas in which the points can be spent: usually on an increase of abilities or on a package of spells (one new spell per upgrade). Monster synthesis is another kind of customization. It allows you to combine two monsters (one male and one female) who are each at level 10 (or higher) to create another monster (that you choose from a list of three). You can also select the spells and attributes that the new monster will be able to upgrade when it has Skill points.









Scout, develop, and synthesize—your monster team will soon be like no other.

Beasts with Brains

The monsters on the field have minds of their own. If you're parading through Infant Isle with a group of experienced creatures, the one-swipe-and-they're-gone Slimes in your path will run for the hills. If the beasts size up your team and figure that they've got a chance, an exclamation point will appear above them (indicating that they're aware of your presence) and they'll make a beeline for battle. Enemy monsters follow orders similar to the ones that you dole out to your team. If you attempt to scout them and fail, tensions will rise and they'll attack with more power than ever.







First the Neighborhood, Next the World

Beating up a bunch of monsters to advance through the story is one thing. Taking on the teams of other DQMJ fans is another. If you think your squad is worthy of greatness, there are several ways that you can put it to the test. The DS Wireless Play option allows you to pit your monsters against those of another player in a head-to-head battle, or against three other teams in a tournament. You can also trade monsters with other players via a wireless connection. The Chance Encounter setting is similar to the Nintendogs Bark mode. If your DS (on, but closed) comes within range of another player's DS that is also set to Chance Encounter, you'll exchange team data for a battle that you can fight whenever you choose. The Nintendo Wi-Fi Connection-enabled Wildcard World Cup also transfers data from another player's team to your DS, allowing you to fight AI-controlled monsters and, with victories, rise in your worldwide rank. There will be no holding back the beasts when Dragon Quest Monsters: Joker arrives on November 6th.





Name your team, then take on the globe in the Wildcard World Cup.



If only you could cast Furball, you'd be able to tame this wild beast.



DQM2
DRAGON QUEST MONSTERS-Joker

Do you have what it takes to be a monster scout champion?

Monster scouts can bend monsters to their will, creating teams of wild and wonderful beasts to send into fierce, nonstop battles against rival scouts. The greats and boldest scouts are set to meet in the Monster Scout Challenge, where they will fight for the honor of becoming champion of the world.

But it is no easy task to reach the arena where the tournament takes place. Only a select few, the best of the best, are able to secure spots on the airships that travel there.

One after another, the mighty ships take to the air and turn their prows in the direction of the distant arena. Stowed away among the fleet is a young monster scout. For years he has dreamed of becoming the monster scout champion of the world – a dream you can help him realize!

But his ambitions suffer a fatal setback when his airship is caught in a mysterious storm that seems to come out of nowhere. Buffeted by raging winds, the out-of-control airship plummets from the sky and crashes on a deserted, previously unknown island... an island home to colossal monsters the likes of which no monster scout has seen before!

Can you escape this strange and deadly island? Can you crack the enigma that lies at its heart? Will you reach the Monster Scout Challenge in time to claim the championship?

Somewhere on this mysterious island, the answers await. Find them. Your fate is your hands.



 Hero	The ambitious young scout wont rest until he is on top of the scouting world. He also happens to have the best haircut on the island.
 Captain Rex Mayday	Rex is a stalwart, swashbuckling captain of the good airship Albatross. In his youth, he too dreamed of entering the monster Scout Challenge.
 Rory Bellows	Rowdy Rory is the chief engineer aboard the Albatross. He's rough and he's gruff, but you'd be hard-pressed to find a more reliable friend on the island.
 Archie Logg	Archie leaves no stone unturned as he strives to learn everything about monsters. You'll find him examining dusty old tomes, ruins, and more on his quest for knowledge.
 Eugene Poole	Full of vigor and young at heart, Eugene Poole is a lifelong fan of the Monster Scout Challenge. He has also fought in every single one of them.
 Lily Gilder	Lily is heading to the Monster Scout Challenge to prove to the world she is the greatest scout ever. Her ambition is almost as big as her ego.
 Melonie	This good natured young lady is on her way to start her new job as a monster scout assistant, which may prove much harder than she imagined.
 Done Mole	Don is the host of the Real Scout Challenge. He helps the hero enter the new tournaments and opens up new areas for exploration. Plus, he's got style to spare.
 Dr. Lump	The hero will meet Dr. Lump at a certain point in the adventure. He is an expert on the fine art of monster synthesis, possibly because he is a monster himself.

Monster	HP	MP	Skillset	Traits
 Abyss Deer	890	100	Crack & Zap	Artful Dodger, Crafty Confuser
 Ace of Spades	940	650	Crusader	Zammeister, Hit Squad
 Ahabest Dragon	1280	680	Cleric	Psycho, Big Hitter, Crafty Fire Breather
 Anchorman	600	170	Materialist	Crafty Sapper
Angel Slime	440	640	Healer	Artful Dodger, Health Professional
 Aquaron	2450	250	Aquaron	Psycho, Double Trouble, Critical Maniacze, Grand Slammer
 Aquestrian Gladiator	640	270	Champion	Fly Swatter, Crafty Blade Blunter
 Archdemon	720	380	Fizz & Bang	Bangmeister, Crafty Banger
 Argon Lizard	600	100	Toxifier	Escape Artist
 Atlas	1500	380	Diabolist	Big Hitter, Hopeful Hitter, Tactical Genius
 Bad Egg	410	350	Crack & Sizz	Crafty Gobstopper
 Bag o' Laughs	330	480	Fear-monger	Crafty Sleeper
 Bathib	910	200	Crusader	Gold Getter, Crafty Devil
 Baramos	730	900	Fizz & Sizz	Fizzmeister, Hit Squad, Sizzmeister, Tactical Trooper
 Barbarus	1460	380	Vile Void	Big Hitter, Intimidating, Crafty Donker
 Barracuda	500	350	Bang & Sizz	Early Bird, Timid, Crafty Inactivist
 Beetleboy	690	240	Hive Mind	Psycho, Crafty Abliterator
 Beetlebully	940	470	Bounty Hunter	Psycho
 Behemoth Slime	800	280	Woosh & Zap	Psychic, Desperado
 Belial	770	410	Bang & Zam	Bangmeister, Tactical Trooper
 Beshemoth Slime	700	320	Frizz & Zam	Frizzmeister, Desperado
 Bjorn	1020	230	Bjorn	Last Word, Grand Slammer, Hit Squad, Imposing
 Black Dragon	990	420	Antimagic	Zammeister, Scare Share
 Bodkin Archer	630	460	Fortifier	Crafty Poisoner
 Boe	680	460	Fortifier	-
 Boh	700	660	Healer	Health Professional
 Bona Constricter	590	420	Fortifier	-
 Bone Baron	760	450	Diabolist	Counterstriker, Heckling Hector
 Boreal Serpent	700	320	Ice	Artful Dodger, Crackmeister, Big Hitter
 Boring Bug	470	600	Enfeebler	Crafty Decelerator
 Boss Troll	1180	200	Anti-dragon	Big Hitter, Hit Squad, Intimidating
 Brownie	590	180	Bounty Hunter	Psycho, Talent Scout
 Bubble Slime	440	310	Slimer	Poisonous, Crafty Poisoner
 Buffalogre	940	100	Berserker	Psycho, Crafty Gobstopper
 Bullfinch	460	310	Toughie	Counterstriker, Crafty Sleeper
 Cannibox	600	340	Fear-monger	Desperado, Leotist
 Cancar	2380	380	Cancar	Double Trouble, Grand Slammer, Hit Squad, Close Scraper
 Capsicum	340	450	Saboteur	Rabble Rouser, Crafty Blade Blunter
 Captain Crow	870	700	Captain Crow	Psychic, Rabble Rouser
 Chartine	600	180	Mime	Hit Squad
Cheeky Tiki	480	430	Trickster	Crafty Dazzler
Chimaera	520	370	Cleanser	Hit Squad, Crafty Dance Stamer
Chimaera X	620	470	Cleanser	Hit Squad, Giant Killer
Chimaera Xy	870	720	Uber Healer	Artful Dodger, Desperado, Hit Squad, Giant Killer
Cluboon	710	280	Cluboon	Psycho, Giant Killer

Monster	HP	MP	Skillset	Traits
 Clubcon Ace	950	600	Clubcon 3	Psycho, Hit Squad
 Cockateer	720	100	Bird Brain	Fly Swatter
 Conkettes	730	490	Cure-all	Psycho, Hit Squad, Comeback Kid
 Conklave	400	220	Frizz & Woosh	Hit Squad, Talent Scout
 Conklave X	460	280	Frizz & Woosh	Early Bird, Hit Squad, Yellow-belly
 Conklave Xy	740	600	Uber Dark Dynamiter	Psycho, Hit Squad, Tactical Trooper
 Crabid	660	200	Defender	Close Scraper
 Cross Bones	640	610	Muspell	Desperado, Crafty Sagger
 Cross Eyes	600	340	Hypnotist	Hit Squad, Late Riser
 Curoslime	680	750	Healer	Health Professional, Crafty Magic Drainer
 Cyber Slime	650	400	Saboteur	Paralysing, Lockist
 Dancing Devil	480	690	Dancer	Heckling Hector, Crafty Denker
 Dancing Flame	480	350	Fire Fighter	Frizzmeister, Crafty Frizzer
 Dangler Fish	690	690	Sizz & Zam	Sizzmeister, Crafty Paralyser
 Dark Slime	630	680	Muspell	Zammeister, Heckling Hector
 Dark Slime Knight	730	470	Dark Knight	Psycho, Zammeister
 Darkonium Slime	64	999	Fire	Metal Body, Last Word, Big Hitter, Hit Squad
 Demon-at-Arms	760	420	Crack & Zam	Double Trouble, Hit Squad
 Demonrider	460	250	Diminisher	Counterstriker, Crafty Sagger
 Dessert Demon	620	360	Bolsterer	Critical Massacre
 Dhoulmagus	700	860	Dhoulmagus	Psycho, Counterstriker, Zammeister, Hit Squad
 Dhuran	740	600	Reaper	Hit Squad, Imposing
 Diamagon	730	330	Diamagon	Psycho, Rabble Rouser
 Diamagon Ace	930	740	Diamagon 3	Psycho, Hit Squad
 Diemos	640	390	Wind Blower	Wooshmeister, Wave of Relief
 Dierantula	1190	610	Nilfheim	Big Hitter, Scare Stare, Crafty Woosher
 Dingaling	440	360	Materialist	Confusing Touch, Crafty Denker
 Don Mole	900	660	Mime	Counterstriker, Deadly Touch
 Dorral Fiend	1060	690	Dorral Fiend	Wooshmeister, Big Hitter, Crafty Whacker
 Dr Snapped	1220	930	Dr Snapped	Poisonous, Big Hitter, Hit Squad, Confusing Touch
 Dracky	420	280	Dark Knight	Artful Dodger, Crafty Woosher
 Dracolord	800	850	Nilfheim	Scare Stare, Crafty Fizzler
 Dragonlord	1270	700	Dragonlord	Psycho, Steady Recovery, Big Hitter
 Dragon Slime	680	420	Dragon Lore	Artful Dodger, Crafty Sapper
 Dragonthorn	640	190	Toxifier	Artful Dodger, Crafty Poisoner
 Dragonian Lord	1630	280	Dragonian Lord	Critical Massacre, Steady Recovery, Desperado, Big Hitter
 Dragurn	650	120	Fire	Fast Learner
 Drake Slime	520	200	Slimer	Artful Dodger, Crafty Sizzer
 Drakulaid	990	380	Toughie	Critical Massacre, Intimidating
 Drakularge	920	100	Boom Boxer	Intimidating
Drohl Diabolist	600	300	Woosh & Zam	Talent Scout Crafty Magic Drainer
Drohl Drone	450	350	Sizz & Zam	-
Dual Duellers	960	480	Dual Duellers	Double Trouble, Big Hitter, Hit Squad, Poisonous Touch
Dullahan	880	650	Champion	Psycho
Empyrea	1670	730	Empyrea	Grand Slammer, Hit Squad, Tactical Trooper, Crafty Zapper

Monster	HP	MP	Skillset	Traits
 Eracer Blade	560	340	Trickster	Artful Dodger, Fly Swatter
 Estark	2200	530	Estark	Grand Slammer, Hit Squad, Tactical Genius, Disruptive Wave
 Ethereal Serpent	960	310	Breath	Artful Dodger, Big Hitter, Tactical Trooper
 Eviel	560	360	Hypnotist	Poisonous Touch, Crafty Sapper
 Excesus	1020	1160	Excesus	Big Hitter, Sizzmeister, Crafty Sizzler
 Fallen Priest	500	999	Woosh & Zam	Zammeister, Crafty Zammer
 Fiesing Fox	400	360	Guerilla	Early Bird, Timid
 Firebird	670	360	Sizz & Zap	Artful Dodger Crafty Fire Breather
 Firespirit	310	630	Fizz & Sizz	Fizzmeister, Crafty Frizzer
 Fluffy	820	660	Green Finger	Rabble Rouser, Pro Talent Scout
 Flygyz	530	360	Basil	Artful Dodger, Crafty Dimmer
 Fright Knight	710	330	Firewind Slashes	Able Ambusher, Giant Killer
 Froglace	410	660	Healer	-
 Frostburn	440	320	Icemeister	Crackmeister, Crafty Cracker
 Frou-Frou	880	100	Cold Sleep	Desperado
 Frou-Fry	540	100	Icemeister	-
 Fungihead	440	340	Gravehead	Crafty Poisoner
 Gargoyle	560	400	Bird Brain	Artful Dodger
 Garuda	890	520	Fizz & Zap	Artful Dodger, Crafty Sapper
 Gasbagon	690	170	Fire	Last Word, Crafty Frizzer
 Gem Slime	64	1000	Bang & Zap	Metal Body, Big Hitter, Hit Squad
 Gemon	1140	490	Fizz & Zam	Fly Swatter, Big Hitter, Scare Stare
 Ghost	330	620	Gravehead	Artful Dodger, Crafty Frizzler
 Giant Moth	520	800	Thriller	Paralysing, Hit Squad
 Gigantes	1310	230	Anti-metal	Last Word, Big Hitter, Crafty Decelerator
 Gold Golem	660	280	Iceplosion Slashes	Psycho, Crafty Decelerator
 Golem	730	260	Materialist	Psycho, Crafty Sapper
 Goodybag	380	520	Enfeebler	Yellow-belly, Gold Getter
 Goodybag X	480	630	Enfeebler	Close Scraper, Gold Getter
 Goodybag Xy	730	880	Uber Charmer	Bravoor, Close Scraper, Crafty Confuser
 Gorrilla	730	140	Huntsman	Critical Massacre, Imposing
 Gracos	760	490	Crack & Zap	Woosh meister, Crackmeister
 Grandpa Slime	1190	1200	Bang & Zap	Magic Regenerator, Big Hitter, Disruptive Wave
 Great Argon Lizard	930	160	Breath	Desperado
 Great Dracky	660	160	Bang & Crack	Artful Dodger, Crafty Woosher
 Great Dragon	840	260	Ice	Fizzmeister, Crafty Fire Breather
 Great Godbird	1900	800	Great Godbird	Double Trouble, Grand Slammer, Hit Squad, Crafty Ice Breather
 Great Sabrecat	580	80	Speedster	Early Bird, Hit Squad, Foot Dragger
 Great Sabrecub	550	130	Naturalist	Hit Squad, Crafty Gobstopper
 Green Dragon	950	180	Dragon Lore	Big Hitter, Crafty Zapper, Crafty Gobstopper
Green Dragon X	1070	190	Dragon Lore	Big Hitter, Tactical Trooper, Crafty Zapper
Green Dragon Xy	1380	470	Uber Breath	Big Hitter, Tactical Genius, Crafty Zapper, Crafty Gobstopper
Greygnarl	1370	470	Hero of the Heavens	Zapmeister, Big Hitter, Comeback Kid
Grim Rider	640	240	Assassin	Counterstriker, Crafty Confuser
Gripenine	1340	380	Nilfheim	Big Hitter, Hit Squad, Crafty Dimmer

Monster	HP	MP	Skillset	Traits
 Gryphon	680	600	Antimagic	Crafty Dazzler
 Hacksaurus	650	120	Dragon Lore	Hit Squad, Giant Killer
 Hades Condor	610	540	Cure-all	Artful Dodger, Crafty Dazzler
 Hammerhood	540	100	Huntsman	Psycho, Rabble Rouser
 Hargon	830	950	Cleanser	Steady Recovery, Hit Squad, Crafty Fizzler
 Hawkhart	720	330	Hawkhart	Psycho, Hit Squad
 Hawkhart Ace	700	850	Hawkhart 3	Psycho, Early Bird, Foot Dragger
 Headhunter	500	330	Berserker	Metal Beater
 Healslime	340	520	Healer	Health Professional, Crafty Magic Drainer
 Heebiemoobo	390	530	Mimic	Counterstriker, Crafty Dance Banner
 Heligator	999	330	Naturalist	Artful Dodger, Crafty Zammer
 Hell Hornet	330	350	Diminisher	Artful Dodger, Paralysing
 Hellhound	590	90	Crack & Zam	Psycho
 Heyedra	650	380	Antimagic	Hit Squad, Crafty Zammer
 Huster Mech	570	280	Anti-metal	Metal Beater, Tactical Trooper
 Hyper Heyedra	620	220	Anti-dragon	Hit Squad, Crafty Zammer
 Imp	460	430	Frizz & Bang	Bangmeister, Crafty Banger
 Jailcat	550	350	Woosh & Crack	Crackmeister, Strangely Alluring
 Jamirus	550	480	Frizz & Woosh	Tactical Trooper
 Jargon	640	100	Toughie	Critical Massacre
 Jum	750	200	Defender	-
 Jumping Jackal	640	290	Speedster	Able Ambusher, Hit Squad
 Khalamari	2080	870	Khalamari	Psycho, Grand Slammer, Hit Squad, Crafty Dazzler
 Khalamari Kid	490	450	Aquapothecary	Strangely Alluring
 Killerpillar	450	310	Bang & Zam	Desperado
 Killing Machine	700	300	Assassin	Double Trouble, Crafty Inactivist
 King Bubble Slime	910	600	Bad Breath	Poisonous
 King Cureslime	880	540	Cure-all	Health Professional, Close Scraper
 King Kelp	480	560	All-Rounder	Rabble Rouser
 King Slime	730	400	Cleric	Critical Massacre, Close Scraper
 King Squid	1430	610	Cleanser	Big Hitter, Hit Squad, Crafty Decelerator
 Komodo	620	100	Defender	Crafty Fire Breather
 Leonyx	2120	650	Leonyx	Grand Slammer, Hit Squad, Tactical Trooper, Crafty Devil
 Leopold	750	660	Leopold	Artful Dodger, Early Bird, Giant Killer, Foot Dragger
 Lesser Demon	460	660	Diabolist	Crafty Donker
 Lethal Armour	720	380	Cold Sleep	Able Ambusher, Poisonous Touch
 Lips	450	280	Hypnotist	Crafty Confuser
 Liquid Metal Slime	32	850	Bombadier	Metal Body, Escape Artist
 Living Statue	900	350	Barricade	Critical Massacre, Crafty Sapper
 Lump Wizard	260	850	Bang & Woosh	Health Professional, Crafty Magic Drainer
Magic Slime	570	790	Sizz & Zap	Hit Squad, Sizzmeister, Crafty Sizzer
Magmalice	700	410	Blisterer	Frizzmeister, Crafty Fizzer
Makeslamp	550	350	Woosh & Zap	Hit Squad, Rabble Rouser
Malroth	1200	980	Healer	Health Professional, Big Hitter, Hit Squad, Sleepy Touch
Maniacal Mole	690	360	Wonder Construction	Gold Getter, Looter

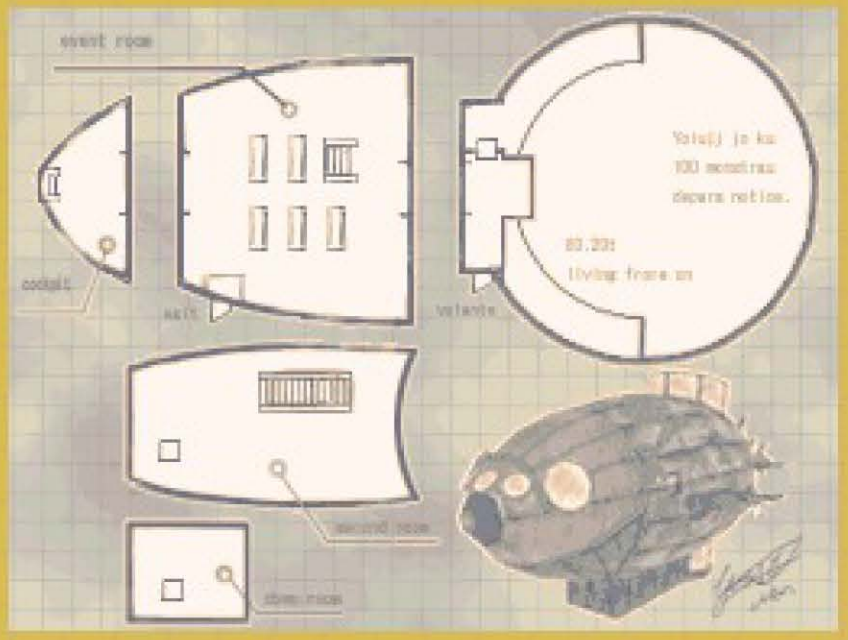
Monster	HP	MP	Skillset	Traits
 Marquis De Lasn	1240	400	Bang & Sizz	Big Hitter, Hit Squad, Crafty Cracker
 Mecha-Mynah	500	400	Bird Brain	Artful Dodger, Fast Learner
 Mechas-o'-Wyrms	950	300	Barricade	Critical Massacre, Paralysing
 Meddle Slime	18	710	Slimer	Metal Body, Yellow-belly
Megalodon	650	370	Breath	Artful Dodger, Magic Regenerator
 Metal Pitcher	400	300	Frizz & Sizz	Poisonous Touch, Sizzmeister
Meeman	560	380	Aquapothecary	Crafty Abliterator
 Metal Dragon	850	320	Assassin	Perilous Punter, Crafty Blade Blunter
 Metal Kaiser Slime	46	890	Bang & Zam	Metal Body, Early Bird, Big Hitter, Timid
 Metal King Slime	56	999	Bang & Crack	Metal Body, Escape Artist
 Metal Slime	18	710	Slimer	Metal Body, Yellow-belly
Metal Slime Knight	480	360	Darklight Slashes	Counterstriker, Crafty Paralyzer
 Mimic	680	400	Nightmare	Critical Massacre, Pro Talent Scout
Mischievous Mole	500	120	Guerrilla	Psycho, Looter
 Missing Link	1450	150	Missing Link	Grand Slammer, Imposing, Crafty Wooster
 Mohawker	940	330	White Knight	Critical Massacre
 Moosher	840	440	Crack & Sizz	Psycho, Sizzmeister
 Mortanor	1090	1170	Mortanor	Magic Regenerator, Big Hitter, Hit Squad
 Mortella	1090	500	Mortella	Big Hitter, Hit Squad, Paralysing Touch, Heckling Hector
 Moltle Slime	560	300	Woosh & Sizz	Crafty Zapper
Mud Mannequin	480	350	Dancer	Crafty Dance Banner
 Muddy Hand	430	330	Materialist	-
Mum	600	600	Mage Aid	-
 Mumboh-Jumbow	900	600	Barricade	Bangmeister
 Mummy Boy	560	240	Graveheart	Sleepy Touch
 Muntaw	770	940	Nightmare	Crackmeister, Crafty Ice Breather, Crafty Sleeper
 Narikagon	600	100	Martyr	Psycho, Crafty Inactivist
 Nemeslime	800	570	Reaper	Imposing, Tactical Trooper
 Night Clubber	999	350	Martyr	Last Word, Giant Killer
 Night Emperor	570	520	Bad Breath	Artful Dodger, Crafty Sleeper
Night Knight	760	420	Sizz & Zam	Metal Beater, Fly Swatter
 Nimzo	1200	720	Nimzo	Double Trouble, Big Hitter, Disruptive Wave, Crafty Sapper
 Noble Gasbagon	710	260	Bombardier	Able Ambusher, Crafty Banger
 Nokturnus	800	400	Crusader	Counterstriker, Hit Squad, Intimidating
 Notso Macho	740	220	Berserker	Crafty Abliterator, Crafty Blade Blunter
 Numen	880	650	Crusader	Comeback Kid, Wave of Relief
 Ozawian Sentry	590	480	Thunderwind Slashes	Able Ambusher
 Orc	550	330	Speedster	Health Professional
 Orgodemir	1130	1090	Muspell	Big Hitter, Hit Squad, Crafty Fire Breather, Crafty Ice Breather
 Orochi	2420	360	Orochi	Grand Slammer, Hit Squad, Tactical Genius, Crafty Fire Breather
Overkilling Machine	850	440	Thunderwind Slashes	Double Trouble, Hit Squad, Crafty Inactivist
Pan Piper	520	360	Nightmare	Sleepy Touch, Crafty Sleeper
Paws	810	220	Anti-metal	Hit Squad, Heckling Hector
Pazuzu	780	430	Bombadier	Woosh-meister, Crafty Wooster
Phantom Fencer	470	350	Wind Blower	Artful Dodger, Giant Killer
Phantom Swordsman	580	660	Woosh & Zam	Artful Dodger, Confusing Touch

Monster	HP	MP	Skillsets	Traits
 Pink Sanguini	640	450	Woosh & Crack	Strangely Alluring, Fast Learner, Crafty Magical Saboteur
Platypunk	460	300	Naturalist	Hit Squad
 Powie Yowie	600	210	Crack & Zap	Hit Squad, Crafty Ice Breather
 Prince O' Thieves	860	460	Crusader	Intimidating, Tactical Trooper
 Psaro	1350	540	Niffheim	Desperado, Big Hitter, Crafty Whacker
 Puppeteer	600	500	All-Rounder	-
 Red Dragon	780	390	Seal	Magic Regenerator, Big Hitter, Crafty Confuser
Restless Armour	600	360	Anti-dragon	Psycho, Crafty Donker
Rhapthorne	760	999	Rhapthorne	Artful Dodger, Disruptive Wave
 Rhapthorne 2	1960	1180	Rhapthorne 2	Grand Slammer, Hit Squad, Tactical Trooper, Crafty Zammer
 Rigor Mortex	2120	800	Rigor Mortex	Grand Slammer, Bouncer, Perilous Perrier, Tactical Genius
 Riptide	620	290	Firewind Slashes	Early Bird, Hit Squad, Fast Dragger
 Robbin' Hood	860	580	Bounty Hunter	Psycho, Imposing
 Robbin' Huddle	610	230	Guerrilla	Hit Squad, Yellow-belly
 Rockbomb	600	150	Martyr	Psycho
Roseguardin	620	400	Diminisher	Counterstriker, Tactical Trooper
 Rotten Egg	590	330	Green Finger	Counterstriker, Crafty Sizzler
 Rubble Slime	630	160	Bang & Sizz	Perilous Perrier
 Ruin	2280	340	Ruin	Double Trouble, Last Word, Grand Slammer, Hopeful Hitter
 Sagittar	1990	480	Sagittar	Double Trouble, Early Bird, Grand Slammer, Hit Squad
 Satyr	460	270	Dancer	Talent Scout
 Schleiman Tank	2040	280	Flute Warrior	Double Trouble, Last Word, Grand Slammer, Giant Killer
Scissor Beetle	450	90	Hive Mind	Psycho Crafty Paralyser
 Scorpion	480	330	Hive Mind	Critical Massacre, Paralysing Touch
 Sea Dragon	620	420	Ice	Artful Dodger, Crafty Ice Breather
 Seasaur	660	120	Dragon Lore	Artful Dodger
 Sea Urchin	280	320	Aquapothecary	Health Professional, Crafty Dance Damer
 Seedy Weedie	620	530	Bang & Crack	Fast Learner, Crafty Magical Saboteur
Shadow	360	530	Reaper	Zammeister, Hit Squad
 She-Slime	480	380	Frizz & Zap	Frizzmeister, Crafty Dazzler
 Shell Slime	410	450	Bolsterer	Talent Scout, Crafty Magical Saboteur
 Shogum	770	540	Iceplosion Slashers	Counterstriker, Tactical Trooper
 Shuppethorus	530	460	Diabolist	Crafty Frizzler
 Skelegon	660	180	Crack & Zam	Crackmeister, Zammeister
 Skeleton	620	290	Enfeebler	Crafty Abliterator
 Skeleton X	680	350	Enfeebler	Counterstriker, Heckling Hector
 Skeleton Xy	870	540	Counterstriker, Close Scraper, Disruptive Wave, Crafty Sapper	Uber Knight
 Skeleton Soldier	750	420	Healer	Paralysing Touch
 Skipper	480	320	Saboteur	Escape Artist
Slime	460	300	Slimer	Critical Massacre, Crafty Frizzer
Slime X	540	360	Slimer	Critical Massacre, Tactical Trooper
Slime Xy	780	630	Uber Zapologist	Critical Massacre, Zapmeister, Tactical Trooper
Slime Knight	580	370	White Knight	Counterstriker, Crafty Banger
Slime Stack	670	420	Bang & Zap	Hit Squad, Fast Learner
Snail Slime	490	420	Mage Aid	Escape Artist

Monster	HP	MP	Skillsets	Traits
 Snapdragon	720	120	Frizz & Woosh	Artful Dodger, Crafty Decelerater
 Snowbird	540	240	Cold Sleep	Artful Dodger, Able Ambusher
 Snowmangler	550	600	Crack & Sizz	Crackmeister, Crafty Cracker
 Soulspawn	420	660	Graveheart	Hit Squad, Confusing Touch
 Spiked Hare	490	200	Naturalist	Psycho, Crafty Zapper
 Spitnik	490	320	Frizz & Bang	Bangmeister, Crafty Banger
 Stark Raven	610	460	Bird Brain	Artful Dodger, Heckling Hector
 Stormsgate Citadel	1650	610	Stormsgate Citadel	Double Trouble, Last Word, Grand Slammer, Perilous Parrier
 Stump Chump	450	310	Green Finger	-
 Swamtroop	360	240	Woosh & Zap	Artful Dodger, Hit Squad
 Teeny Sanguini	530	350	Frizz & Zap	Strangely Alluring, Fast Learner
 Teeny Sanguini X	530	360	Frizz & Zap	Early Bird, Strangely Alluring, Yellow-belly
 Teeny Sanguini Xy	680	710	Uber Helpful	Early Bird, Yellow-belly, Rabble Rouser, Wave of Relief
 Thomella	1210	330	Thomella	Sleepproof, Vulnerable to Zap, Whackproof
 Tortured Soul	640	999	Crusader	Crafty Paralyser
 Trap Box	920	660	Fear-monger	Critical Massacre, Perilous Parrier
 Trauminator	1280	500	Darklight Slashes	Double Trouble, Bangmeister, Big Hitter, Crafty Inactivist
 Treeface	950	400	Green Finger	Steady Recovery, Big Hitter, Hit Squad
 Trode	660	550	Trickster	Psycho, Counterstriker, Escape Artist, Heckling Hector
 Tyrantosaurus	690	170	Guerrilla	Critical Massacre, Hit Squad
 Ultra Slime	640	390	Cleric	Early Bird, Giant Killer, Close Scraper, Foot Dragger
 Wailin' Weed	670	660	All-Rounder	Rabble Rouser
 Walking Corpse	800	320	Bad Breath	Poisonous
 Wax Murderer	360	290	Fire Fighter	Frizzmeister
 Weartiger	570	300	Boom Boxer	Critical Massacre, Hit Squad
 Weedie	360	250	Woosh & Sizz	Health Professional, Crafty Whacker
 Wight King	700	999	Reaper	Poisonous, Magic Regenerator
 Wild Boarfish	410	470	Huntsman	Paralysing, Crafty Inactivist
 Wild Slime	600	110	Champion	Psycho
 Wildcard	460	900	Wildcard	Hit Squad, Counteractivist, Wave of Relief
 Winky	410	360	Seal	Desperado, Crafty Fizzler
 Wormonger	1450	280	Wormonger	Poisonous, Paralysing, Grand Slammer, Late Riser
 Wrecktor	410	760	Bang & Woosh	Wooshmeister, Crafty Dimmer
 Wulfspade	700	320	Wulfspade	Psycho, Crafty Zapper
 Wulfspade Ace	900	700	Wulfspade 3	Psycho, Hit Squad
 Xenlon	1300	610	Breath	Zapmeister, Big Hitter, Tactical Genius
 Yabby	500	400	Mage Aid	Hit Squad
 Zenith Dragon	2340	430	Zenith Dragon	Desperado, Grand Slammer, Hit Squad, Tactical Genius
 Zoma	700	700	Zoma	Bouncer, Tactical Trooper

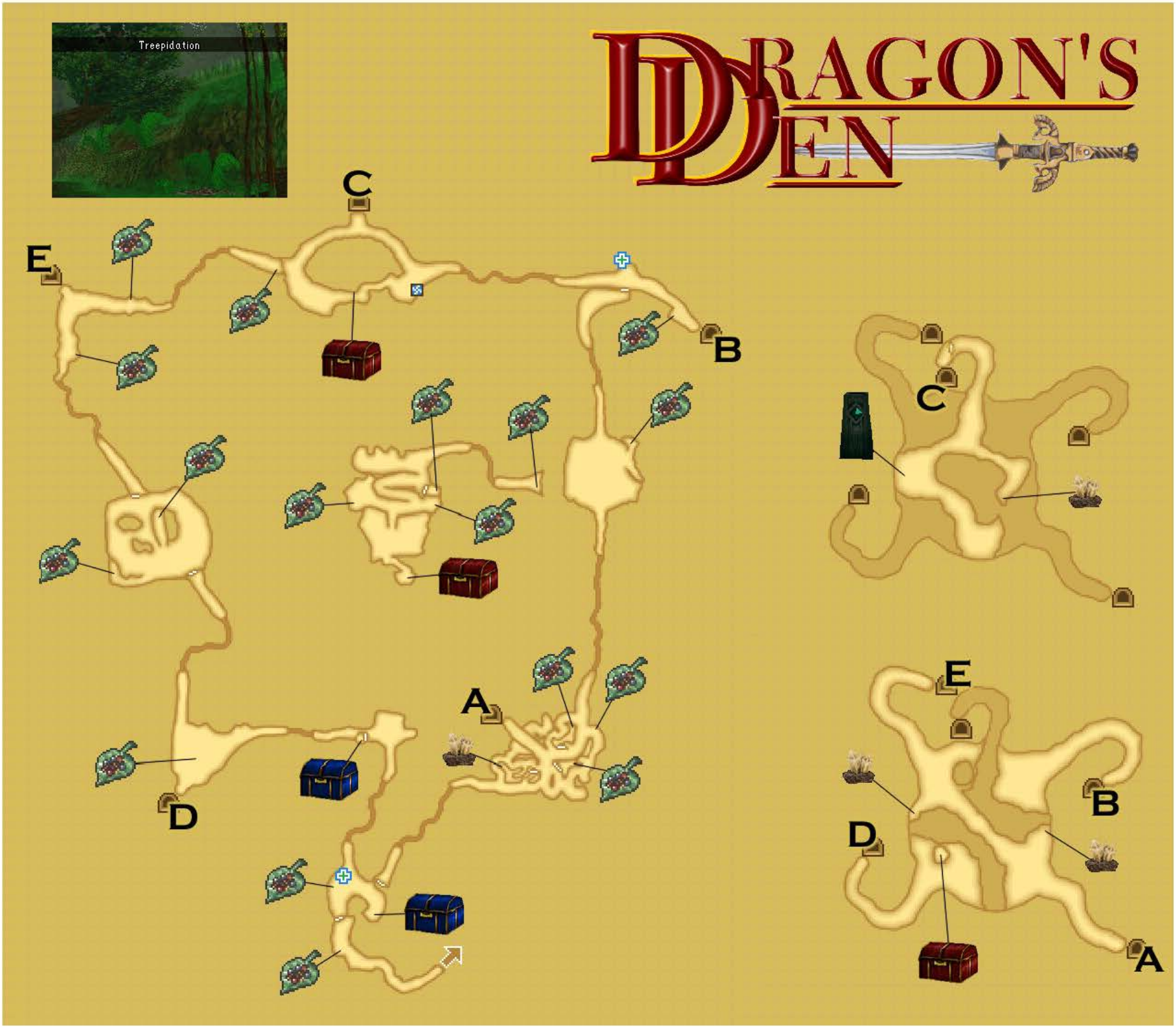

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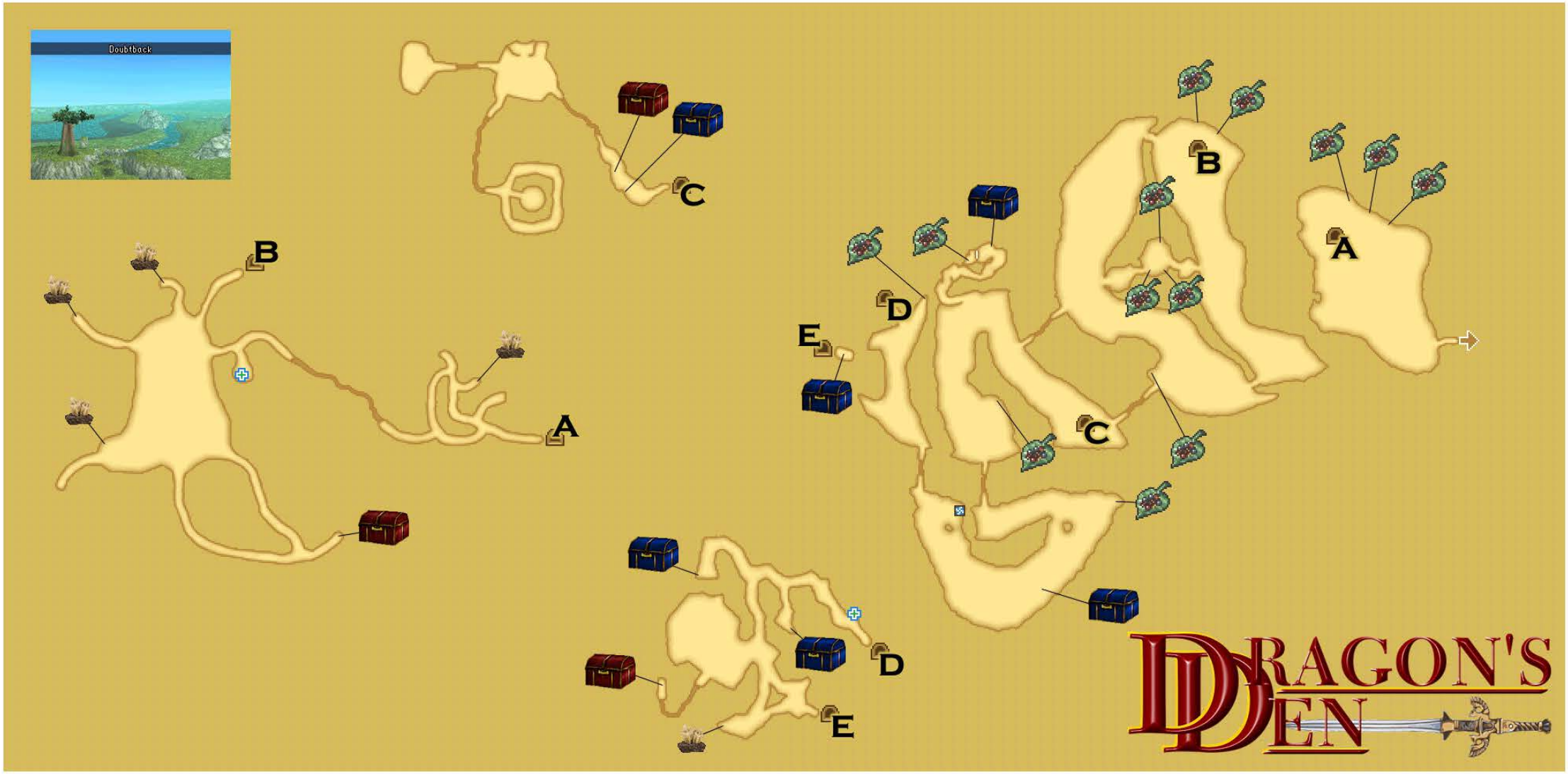


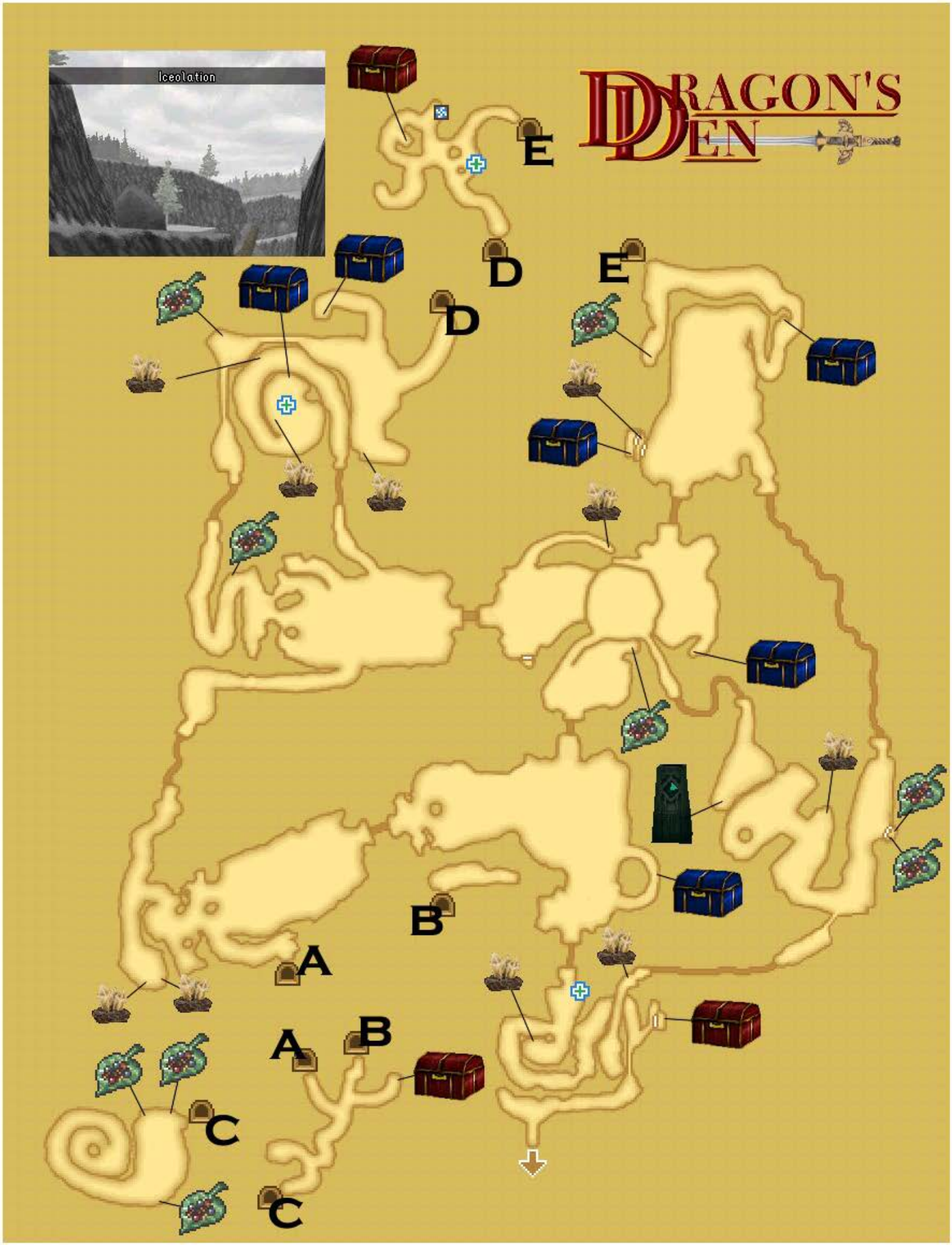


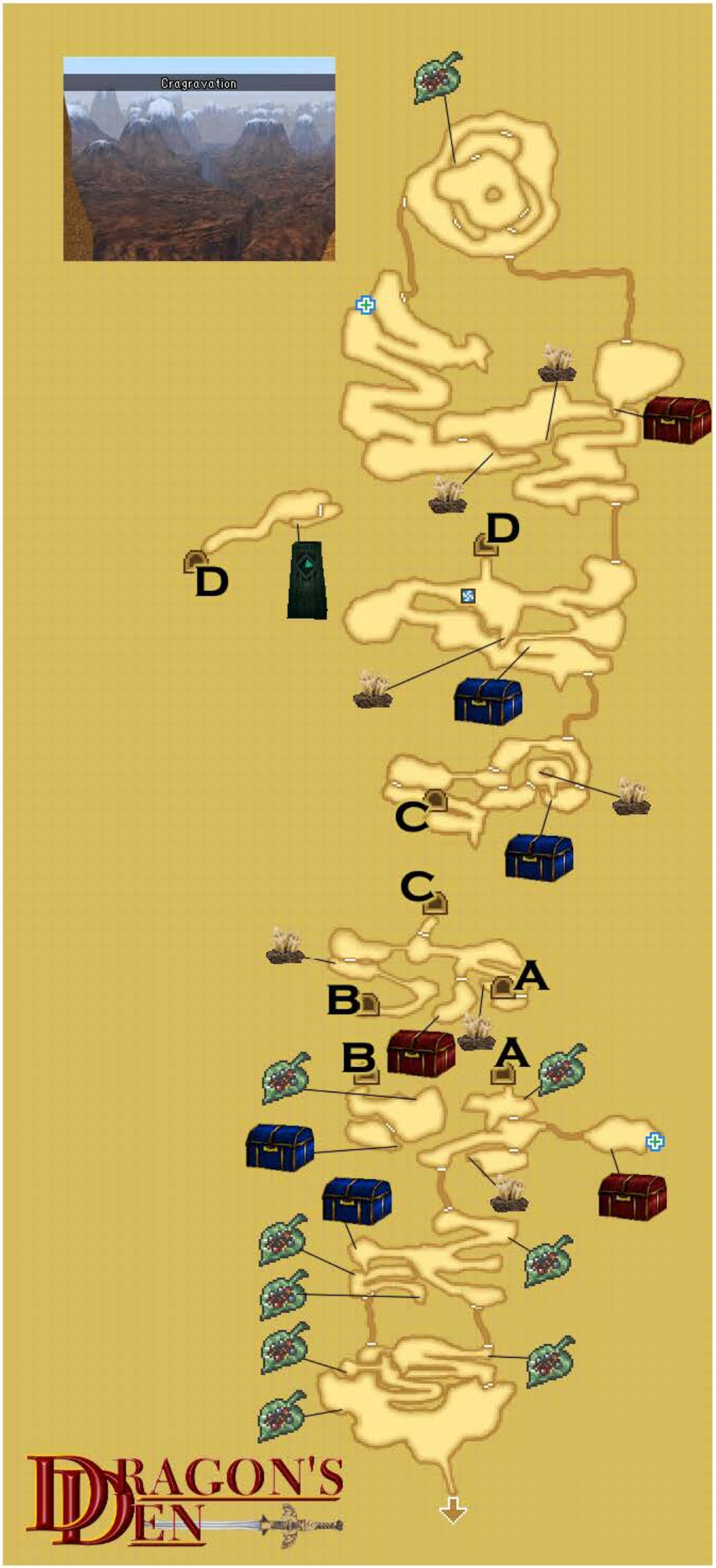


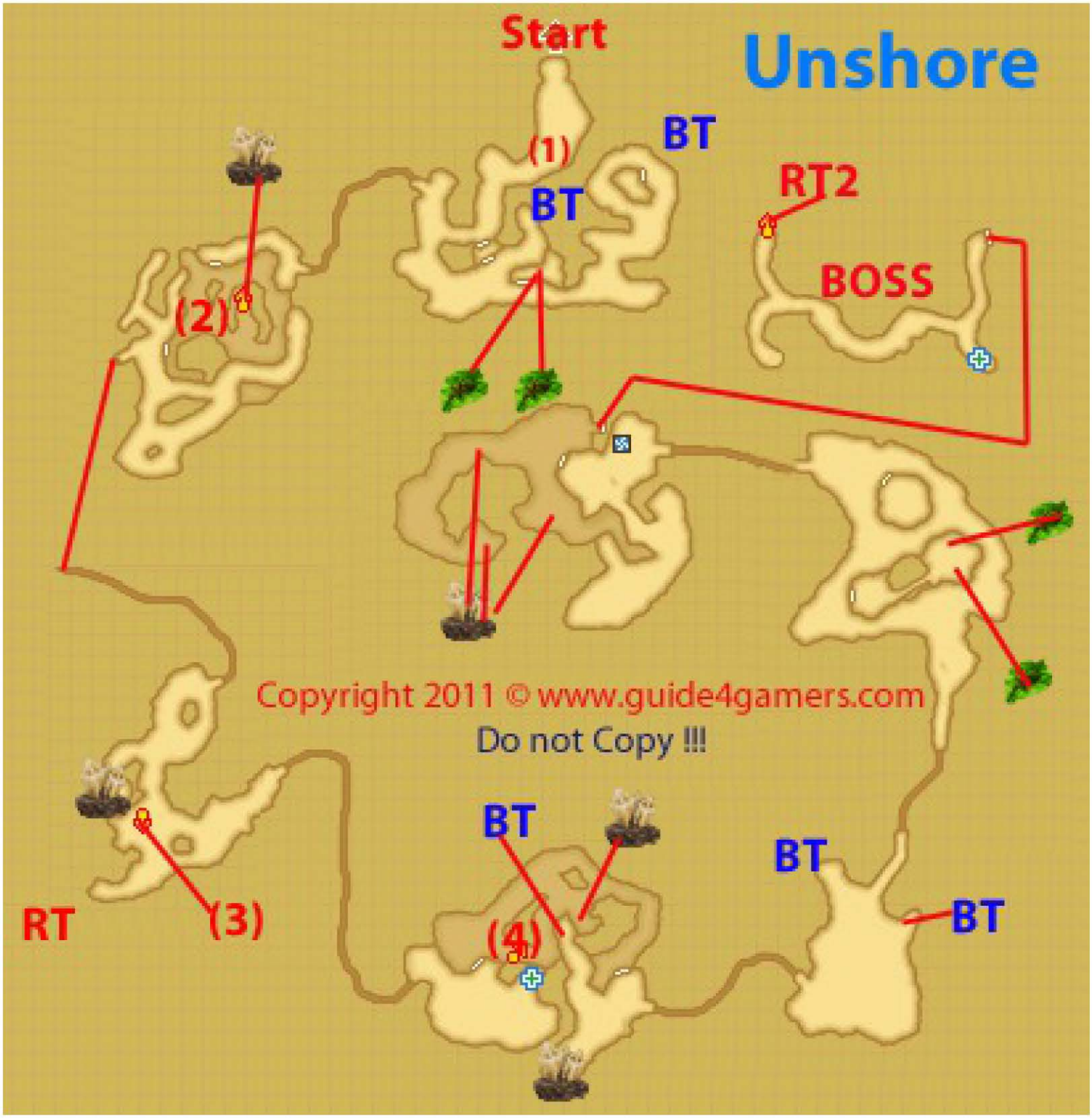
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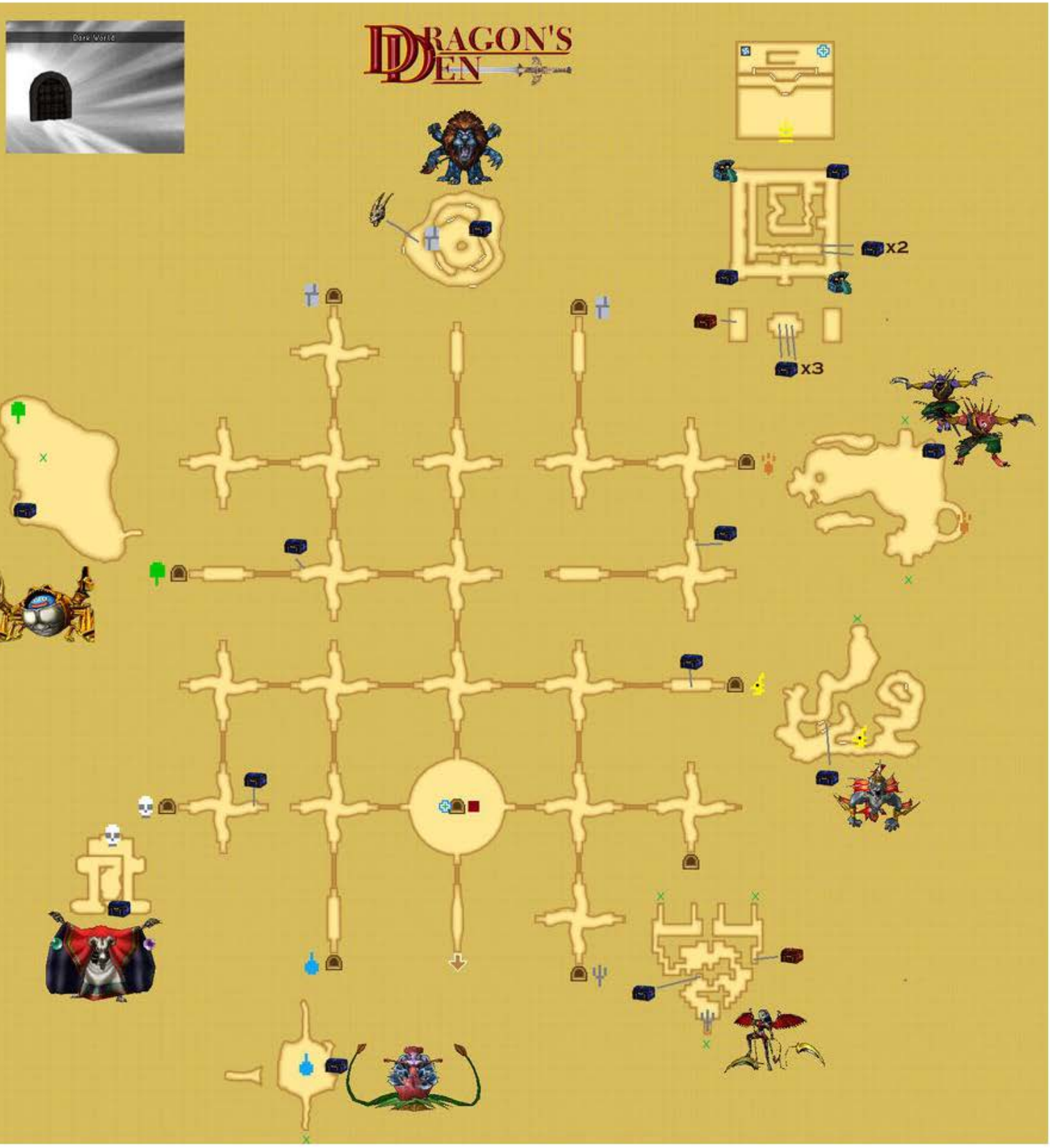
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DRAGON'S DEN

「DQMJ2 プロフェッショナル」

最速スクープ!!



DQM2 PROFESSIONAL

DRAGON QUEST MONSTERS-Joker

ジャンプフェスタ'11 出展タイトル

発売日／2011年春予定
価格／未定
メーカー／スクウェア・エニックス
機種／ニンテンドーDS
ジャンル／RPG

ついに開戦!

「DQMJ2P」の内容がついに判明!!
進化したバトルの舞台を公開するぞ!!

進化したモンスターバトル!

「DQMJ2」が究極の進化をとげて新登場!!

モンスターや特技、冒険世界の追加などで、バトルはさらに激戦へ突入!! よりハードな「DQMJ2」が楽しめる!!



↑育成やバトルなどが、プロフェッショナル向けにグレードアップ!!

進化③ バトル





↑→モンスターの特技や特性も多数追加されている!!

作戦がより細かく!



→作戦コマンドが変更!! 「いろいろやろうぜ」が2つの作戦に分かれたぞ。相手の戦力を下げるか、仲間をサポートさせるか、より細かく指示できるように!!

進化① 育成



←新登場モンスターは100体以上!! DQシリーズの人気モンスターが続々参戦するぞ。

進化配合がパワーアップ!!



→Aランク以下の全モンスターを、配合で最強クラスに育成可能!!

進化④ 通信



←同時に3人まですれちがいが可能に!! ただしスカウトできるのはAランクまで。プロ向けの内容になったのだ。

1度に3人とすれちがい可能!

Wi-Fiランキングバトルが新しくなったぞ!

Wi-Fiでのランキングバトルが、「最強マスター決定戦」に!! 階級がステータスの総合値ではなく、ランクだけで決まるように。

「DQMJ2」オリジナル版のモンスターを仲間にできる!!

オリジナル版との連動も可能!! ニンテンドーDSが2台あれば、「DQMJ2」で育てたAランク以下の仲間を連れてこられる。

進化② 冒険



←オリジナル版にはない、未知なるマップも!! ゲームを極めた者だけが行けるようになるらしいが!?

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ドラゴンクエストモンスターズジョーカーツー

DQM®2

DRAGON QUEST MONSTERS-Joker

DQMシリーズ最新作がニンテンドーDSで登場!!

仲間にしたモンスターを育成・配合し、自分だけのモンスターチームでバトルを勝ちぬく!! DQMシリーズ最新作速報だ!!

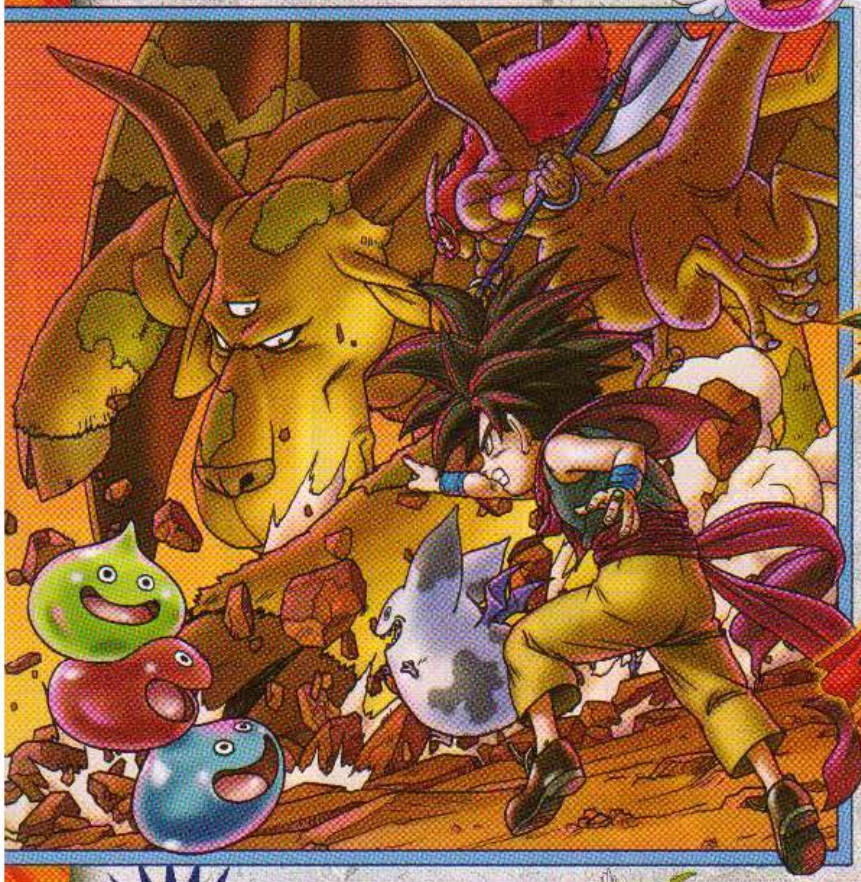
発売日／未定
価格／未定
メーカー／スクウェア・エニックス
機種／ニンテンドーDS
ジャンル／RPG

DQMジョーカー2始動!!

ドラゴンクエストモンスターズ

前作を超えるボリューム!! 新要素でバトルはさらに白熱!!

300体を超えるモンスターが登場する本作!! さらに、前作にはない、新たな通信機能も。白熱のバトルが楽しめるぞ!!



「DQMJ2」主人公

本作の主人公!! 謎の孤島で仲間モンスターたちとともに、大冒険を繰り広げることになるぞ!!

「DQMJ2」の注目ポイント!!

主人公がたどりついた謎の孤島



そこは巨大モンスターがひしめく世界!!



多くの仲間モンスターを集めて



孤島に秘められた謎を解き明かせ!!



DQシリーズのモンスターを育成&配合!!

スカウトしたモンスターを育成・配合!! 自分だけのモンスターを作り出せるのだ!!



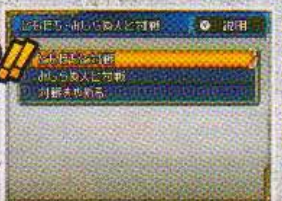
総数300体以上!! 巨大モンスターも!!

敵には想像を絶する巨大モンスターも!! 仲間モンスターを強化すればきっと勝てる!!



Wi-Fi通信でリアルタイム対戦!!

本作ならではの新機能では、Wi-Fi通信を使って他のプレイヤーとの直接対戦が可能!!



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Dragon Quest Monsters: Terry's Wonderland 3D has been released on May 31st, 2012 in Japan, on the Nintendo 3DS. This is a complete remake of Dragon Warrior Monsters, which was released on the Game Boy Color in 1998. The game will include all of the monsters from the Professional version of DQM Joker 2, along with some new monsters added. There will also be more storyline, and of course 3D graphics. Plus a Slime 3DS will be available for purchase in Japan that includes the game. No word yet as to whether or not this game is coming to North America. Stay tuned for further news on the release of Dragon Quest Monsters: Terry's Wonderland 3D.

Here is a breakdown of the features from the game:

- Will include all monsters from Dragon Quest Monsters: Joker 2 Professional
- Terry will have a Monster Ranch to house up to 500 monsters
- The game will feature at least 600 different monsters
- Other new monsters will be added
- 4 on 4 battles instead of 3 on 3 from the original GBC version
- Can use Scout Skills in battle
- There will be a day/night cycle
- Battle different types of monsters during the day and night
- Dungeon layouts will change each time you enter or revisit an area

Some Cameo Appearances will be made in the game:

- Battle the Golem from the first Dragon Quest/Dragon Warrior
- Battle the Killer Panther from Dragon Quest V: Hand of the Heavenly Bride
- Adult Terry from Dragon Quest VI: Realms of Revelation will appear, and be paired with Dhuran from the game



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Dragon Quest Monsters 2: Iru and Luca's Wonderful Mysterious Keys is coming to the Nintendo 3DS on February 6th, 2014 in Japan. This is a complete remake of Dragon Warrior Monsters 2, which was released on the Game Boy Color in 2001. Here is some of the info that has been release so far about the game:

- Over 800 monsters
- Bring up to four monsters to battle
- Includes monsters from Dragon Quest X
- Recruit new monsters by doing a scout attack
- Shows you the probability of getting a monster to join your team
- Super G Size monsters will be added
- Supports StreetPass, local multiplayer, and online multiplayer




MONSTERS
15th
DRAGON QUEST
ドラゴンクエスト
モンスターズ2
イルとルカの
不思議なふしぎな鍵

Dragon Quest Swords: The Masked Queen and the Tower of Mirrors

Dragon Quest Swords: The Masked Queen and the Tower of Mirrors (ドラゴンクエストソード 仮面の女王と鏡の塔 *Doragon Kuesto Soudo: Kamen no Joou to Kagami no Tou*) is a *Dragon Quest* spin-off game for the Nintendo Wii.

Dragon Quest Swords: The Masked Queen and the Tower of Mirrors



North American box art

Developer(s)	Genius Sonority, 8ing
Publisher(s)	Square Enix
Designer(s)	Yuuji Horii
Artist(s)	Akira Toriyama
Composer(s)	Manami Matsumae
Series	*Dragon Quest*
Platform(s)	Wii
Release date(s)	JP July 12, 2007 NA February 19, 2008 AUS May 8, 2008 EU May 9, 2008
Genre(s)	Role-playing game
Mode(s)	Single player Multi-player mini-games
Rating(s)	CERO: A (All ages) ESRB: T (Teen) OFLC: PG PEGI: 12+ USK: 6
Media	Wii Optical Disc
Input methods	Wii Remote

Gameplay



A typical battle in *Dragon Quest Swords*. Fleurette is about to cast Squelch on the Hero to cure his Poison status.

Unlike most games in the series, which are turn-based RPGs, *Dragon Quest Swords* is first-person action game in which the player uses the Wii remote to fight with a sword and shield. On all levels, except for the first or those in which he might elect to fight alone, he is accompanied by three NPC characters who appear from time to time to aid him with spells.

The most important part of gameplay is sword combat. Using the Wii remote's internal motion sensor, the player makes gestures intended to emulate the strikes of a real-world sword, which the game then interprets as one of a few preset possible moves and executes on-screen. Sword strokes can be vertical, horizontal, or diagonal, and all of them can be done in any direction (regardless of the laterality chosen at the beginning of the game.) Better swords deal more damage. Since attacks are not one-to-one with the Wii remote, which would leave massive blank spots in attack arcs, the player may freely move a cursor and click any point on the screen using the A button, which sets a focal point for the attacks that follow. The focal point expires after a few seconds of no attacks inputted, automatically returning to the centre of the television screen.

As the player kills enemies, a gauge will in the bottom-left corner of the screen will begin to fill; once it reaches 100% he is able to execute any of the powerful Master Strokes he has so far unlocked.

The player also has access to a shield, which is activated by pressing the B button and manipulated like a cursor. Melee attacks are the player's responsibility, but distance attacks are telegraphed by onscreen prompts indicating the best place to position the shield; however, certain attacks are better repelled back towards enemies using the sword. The shield has its own Hit Points that gradually decrease as it blocks attacks, and eventually pieces of it will begin to break off (in accordance to which parts of it are blocking attacks); however, Replenishield Powder can be used to instantly fully restore it. Some spells also affect the size of the shield. Better shields are both larger and more durable.

Whichever character is currently with the Hero will cast spells from time to time of their own volition (for example, attacking when the duo is confronted with many enemies at once, or healing when either character's HP becomes low), and can also be directly commanded to use them from the pause menu.

Outside of combat, the player walks with the B button or Control Pad, gradually progressing through the level he is currently playing. As he walks, he encounters scripted points where groups of enemies attack; they must all be defeated in order to move on. He may also find rocks, shrubbery and other objects that can be investigated for possible minor rewards such as gold coins and Mini Medals.

After each level, the player returns to town, where he may buy items and equipment, exchange Mini Medals for prizes and speak with the local population.

Level scoring

See main article: Level scoring in Dragon Quest Swords

After completing each level, a score is tallied depending on how well the hero completed the level. This score determines what rank the player receives, which determines the type and number of reward items. Bonuses are awarded if the player some specific criteria while completing the level. See List of level bonuses in Dragon Quest Swords for full information regarding bonuses.

Characters

- **Hero** - A young man who has just reached his 16th birthday. His father, Claymore, has passed down his skills with a sword and the Hero has proven to be a bit of a prodigy.
- **Prince Anlace** - Though royalty, he fights alongside these commoners for reasons that aren't fully clear at first.
- **Fleurette** - Though she once intended to become a nun, she quit the order when a horrible fate befell her brother causing him to run away. She now travels around with the party in hopes of finding and saving him.
- **Claymore** - A long time ago, he was known far and wide as a powerful swordsman, but he lost his sword-arm in battle. However, he is still able to help with his strong magical capabilities.

Plot

Chapter 1

Main article: Chapter 1

As the game opens, the Hero is on the verge of completing his training with the sword, proving it to local alumnus Swordmaster Dao. However, he is tasked with one more challenge before definitely gaining the respect of his teachers and contemporaries: He must travel to the Caliburn Caves and defeat its guardian, Sir Dirk Worthington.

Chapter 2

Main article: Chapter 2

After doing so, he manages to get the attention of Prince Anlace, who is worried about the recent strange behaviour of his mother, Queen Curtana. After paying a visit to the Hero's home to try and enlist the help of his father, Claymore, he instead appeals to the Hero, who, on Claymore's ironic advice, readily agrees. The two head into the Galantyne Glades, where the Queen has a retreat. They arrive and, after battling a Golem, catch a glimpse of the Queen as she leaves her cabin, and notice her wearing a strange mask. Shortly after they meet Fleurette, a former nun who believes she may have some idea of what's going on with her.



The Hero and Anlace meet Fleurette.

Chapter 3

Main article: Chapter 3

Fleurette leads the Hero to Arondight Heights, where, after scaling the hills and defeating the Emissary of Xiphos, they view a huge tableau carved into the side of a mountain, which can only be correctly viewed from that lookout. It depicts four heroes conquering Xiphos a short time in the past, using the mask they saw the Queen wearing.

Chapter 4

Main article: Chapter 4

After returning to town, the party hears rumours of a horrible monster ravaging the Secace Seacove (the same monster seen in the opening FMV). Claymore accompanies the Hero as he delves into the caves and confronts the monster, only to see Fleurette have him stay the killing blow, suddenly revealing that she is her brother. Troubled by this news, the party agrees the time has come to climb the Tower of Mirrors to learn the truth for themselves.

Chapter 5

Main article: Chapter 5

After ascending the Tower and defeating the minion Xiphos sends to kill them, and the Hero slices the strange mask clean off Curtana's face. Suddenly, an effigy of Xiphos appears from the Mirror World. The party learns that the demon king is alive and well in spite of his prior defeat - in fact, he used the Rorrim Mask, which was implemented in his original downfall, as the very tool of his survival. When Curtana tried to use it when she sensed his power amassing anew, he took over. With the mask destroyed, he stands poised to attack once again.

Chapter 6

Main article: Chapter 6

Minister Misericord, Curtana's chief retainer, suggests that they return to the top of the Tower to enter the Mirror World, where Xiphos had erstwhile been hiding. After flying down a long, surreal tunnel of energy, the party emerges at the feet of a blacksmith god, Draug, who, after testing their worthiness to use them, first repairs the Rorrim Mask and then gives them Rubenschader, possibly the only sword in the world capable of harming Xiphos.

Chapter 7

Main article: Chapter 7



The heroes of *Dragon Quest Swords* cross the Red Sea on their way to the Deathbringer's Castle.

Thus equipped for action, the party travels to Galantyne Glades once more, by which they traverse the Red Sea, which parts thanks to the powers of Rednusadner, and finally manage to reach the Deathbringer's Citadel, which has suddenly appeared thanks to his magic.

Chapter 8

Main article: Chapter 8

After climbing to the top of his grotesque fortress, the Hero and his chosen companion square off with Xiphos, first going sword-to-sword with him, then taking on his monstrous transformed state, which is capable of using Master Strokes of his own. Even this dragon-like form falls to the Hero's might and his friends' support, however, and the Hero strikes the killing blow, shattering Xiphos's body and bringing an end to his reign of terror once and for all. The castle begins to collapse with its master's defeat, and the group barely makes it out; the Hero nearly falls into a lake of lava but is saved as his companion manages to catch onto and somehow haul him to safety.

Overjoyed, the Queen and everyone else throw a celebration party for the Hero. The game ends as the Hero (and the player) thrusts his sword into the air, inspiring all who witness his prowess and dedication.

Post-game

The post-game features include the ability to fight a number of Mirror bosses and unlock stronger weapons and a special new game+ plus mode called Payback Mode.

Setting

Dragon Quest Swords takes place in its own world, unrelated to those of any previous *Dragon Quest* games. Due to the more straightforward nature of this game's progression, its world, a single country called Avalonia, is significantly lesser in scope than most.

Trivia

- One of the tanks in *Dragon Quest Heroes: Rocket Slime* is called DQSwordz!, and the info caption for it reads "The Revolution is coming!" This is a reference to Dragon Quest Swords, which hadn't yet come out when *Rocket Slime* was released, and to the Wii, originally code-named the "Revolution."
- All of the notable charchters in the game are named after edged weapons; queen curtana is a pun on "katana" the japanese sword, A Fleurette is a light fencing sword, an Anlace is a medieval dagger, and a Claymore is a large broadsword. Furthermore, Fleurette disregards the Hero's name, instead calling him "Blade".

THE WAY OF THE SWORD

Square Enix's classic RPG series gets some swing in its step with **Dragon Quest Swords: The Masked Queen and the Tower of Mirrors** for Wii. By Justin Cheng



It's virtually impossible to discuss Dragon Quest without mentioning the series' immense popularity among Japanese gamers. On their side of the Pacific, DQ games can only be released on a Sunday or a holiday due to concerns that people will play hooky to pick up the latest release. The first Dragon Quest for Wii, Dragon Quest Swords: The Masked Queen and the Tower of Mirrors, sold a record-setting 305,000 copies within its first week of going on sale in Japan, and is, to date, the console's best-selling third-party title in that country. This is a big one, folks.



So Dragon Quest Swords is obviously a big deal for Wii owners, and with good reason. While sticklers for detail will notice that this game is not the next installment of the main Dragon Quest series (that would be the upcoming Dragon Quest IX for DS), Swords retains much of what makes the series as a whole so fantastic: the characters, the music, the RPG elements, and, yes, the Slimes. (Can't have a Dragon Quest without Slimes, now can we?) More importantly, the series' "Big Three," as developer Square Enix affectionately calls them—series creator Yuji Horii, artist Akira Toriyama, and composer Koichi Sugiyama (plus composer Manami Matsumae)—had a hand in the game's creation. This alone should cause longtime Dragon Quest fans to pre-order the game right this second.

But maybe you're not already a fan; maybe you don't have the patience for an RPG. In that case, this could very well be the first Dragon Quest game for you. You won't find the traditional type of dungeon crawling and stat raising in Swords. It has all of the Dragon Quest charm, but it's a much more arcade-style experience than other games in the series. It adds new user-friendly Wii controls and a first-person perspective (detailed later), and still delivers on the series' hallmark of spinning compelling tales. You play as a young man living in the kingdom of Avalonia. It's been five years since the evil Deathbringer was defeated, and it's a time of peace—until monsters start reappearing, that is. And the queen has been seen wearing a strange mask that seems to be connected to this resurgence of monsters, leaving you and your companions (see the column to the right) to unravel the mystery.



Hold the B Button to bring up your shield and move it around with the Wii remote. While it will break over time, a broken shield is better than no shield, right?

Take Up Arms

There's none of the Dragon Quest series' admittedly slow-paced, turn-based gameplay this time around. No, the big new feature is the Wii control. Just swing the Wii remote like a sword, slashing vertically, horizontally, or diagonally to attack your enemies, and the game replicates your movements exactly, making for a far more interactive adventure. Oh, sure, there are menus to use healing items or your allies' spells (more on the latter point later), but for the most part it's just you, with Wii remote in hand, slicing up all manner of beasties.

Don't think this means mindless waggling, however: each monster has a specific pattern that requires some strategy to defeat. For example, Slimes usually attack in numbers, so you should wait for them to line up in a row so you can dis-



Party Time

Unlike some other RPGs, Dragon Quest Swords keeps your party pretty small. Here's a quick rundown of your group.



The Hero (You)

Like in other Dragon Quest games, you name your character whatever you want (no matter what you choose, Fleurette calls you Blade even though you look nothing like Wesley Snipes). You've just turned 16 at the game's outset, meaning you're now a man. Congratulations!

Claymore

Claymore is your father, who was a famous swordsman before he lost his hand. Now he uses magic to slay monsters when he's not drinking or chasing after women. Quite the role model, this one.



Fleurette

You probably wouldn't know it by the way she dresses, but Fleurette was planning to become a nun at the Chapel of the Merciful Goddess in Avalonia—until her brother fell ill and she left the convent to take care of him.



Anlace

The Prince of Avalonia, who's trying to find his mother, the queen. He doesn't seem to have quite as colorful a past as the other members of your party.

patch them easily with a single slice. Archers stay outside of your sword's attack range, so you have to use your blade to hit their arrows back at them (a blue marker appears onscreen, telling you where the arrows are aimed). Often it's best to lock onto a specific area by pressing A, which helps you focus your attacks. Other monsters require that you block their melee attacks (hold B in combat to bring up your shield—be careful, though, as it deteriorates with use), which leaves them open for a counterattack. Some have said that the flow of combat is akin to the NES classic Punch-Out!!, and that is certainly an apt comparison. This is especially true when it comes to boss fights, which require observation, patience, and timing—though these battles can be expedited with your Master Stroke super attacks (see the "Master Strokes" sidebar on the page to the right).

As powerful as your sword is, however, using magic is sometimes necessary—though most of the time, it usually isn't your character doing the casting. You have allies on your journey, after all, and they can more than hold their own in battle. Your father, Claymore, uses offense-focused spells; Fleurette is just the opposite with her defense-focused spells; and Prince Anlace uses a little of each. You usually don't control them directly—you can set their tactics to frequent, rare, or balanced magic usage—but you can use their magic manually through the menu if you're so inclined (just be sure to keep an eye on their MP).





[Above] It wouldn't be Dragon Quest without Slimes of all sizes. [Left] Members of your party, like Fleurette here, appear onscreen whenever they cast their spells.

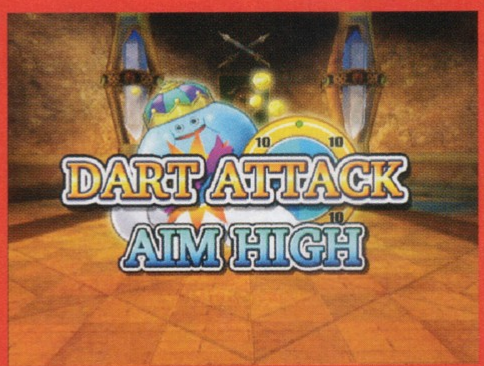


Keep It Simple

While prior Dragon Quests thrust you into the first-person perspective only during battles, Dragon Quest Swords is almost entirely (aside from some cut scenes) played in the first person, further immersing you in the world of Avalonia. Better still, you need only the Wii remote to play the game, which lends a simplicity that's ideal for series newcomers. All movement for exploring the hub city—where you'll purchase items and equipment, interact with the locals, receive quests, and play minigames such as the cleverly named Slime Crisis (see the "Take A Break" sidebar)—uses the Control Pad. Press up (or B) to move forward,

Take A Break

It's not *all* questing in Dragon Quest Swords: you can explore the town and play a couple minigames while you're at it. There's Slime Crisis, in which you try to slice 100 Slimes as fast as you can, and Dart Attack, where you're given a dartboard-like shield that you use to block an archer's arrows/darts. Even better, you can play these games with up four players, so invite your friends!





Master Strokes

As you fight, your Master Stroke meter will fill up. Once it's full, you can unleash a powerful Master Stroke attack such as the Mighty Strike. To pull it off, you have to complete a minigame to unleash a devastating attack.





down to move backward, and left or right to turn in the corresponding direction. You interact with objects using A, and run by holding both up on the Control Pad and B. Simple, no?

It gets even simpler once you set out on a quest. The first mission, the Walk of the Worthy, is a rite of passage for those who have turned 16 and, thus, have become men. It has you treading down a verdant field and through a dark, monster-laden cave.



Venturing through the environment involves little more than running down a path—similar to an on-rails shooter, only with random encounters. There are objects to explore along the way (patches of grass, rocks, etc.) that hold gold coins and other useful goodies. You'll come to the occasional fork in the road, but you never have to worry about choosing the wrong path: if you reach a dead end, the game handily teleports you back to the initial fork.

Dragon Quest Swords has exploration and combat aplenty, all with signature RPG elements such as experience points and inventory management. The game is a faster-paced, less overwhelming experience than its predecessors, making it a perfect entry point for series newcomers. The game releases in early '08, so be sure to keep an eye on the next couple issues of Power for the full review.



Your main character's current level, Hit Points, and Master Stroke meter.

Your focus point; where you're currently aiming the Wii remote. Press A to lock on to that area.

Your ally, their current level, Hit Points, and Magic Points.

The bad guys. You can start slashing them if they're in range, but you may have to press B to bring up your shield and block their attacks.

Open the menu to use healing items or to force your allies to use specific magic spells.

When your Master Stroke meter is completely filled, you can press the 2 button and initiate your Master Stroke attack.

DRAGON QUEST SWORDS: THE MASKED QUEEN AND THE TOWER OF MIRRORS

About a year after it was first announced at E3 2006, we finally got some hands-on time with Dragon Quest Swords. As expected, the game is all about wielding the Wii remote like a blade to cut down monsters many and varied. Here's how it works: after using the pointer and pressing the A Button to place a targeting reticule on the screen, you can start swinging the remote vertically, horizontally, or diagonally. Each swipe will cross at the specified coordinates, which is crucial because the enemies line up in all sorts of different formations, and taking out multiple baddies at once is the key to successful swordplay. You can also defend yourself by pressing the B Button to raise your shield, then moving the remote to block incoming attacks. Against certain types of monsters, deflecting a blow will stagger your adversary, leaving him open to a counterattack.

Though the game features a number of basic RPG elements, such as leveling up, buying items, and equipping armor, the experience takes place primarily on rails. You press up on the Control Pad to move forward, and deviate from forging straight ahead only when presented with the occasional branch in your path (at which point you'll choose simply whether to proceed left or right). In order to keep things simple—and thus appeal to a wide audience—the development team decided against using the nunchuk. They also didn't want the wire getting in the way when you swing the remote.

The game is all about wielding the Wii remote like a blade to cut down monsters many and varied.

The adventure is divided into quests, with a town serving as your central hub. Should you find a new quest too difficult, you can go back to a previous area to do a bit of good old-fashioned level-grinding. Additionally, you have the ability to create your own weapons, and before each quest, you can choose a partner to lend a helping hand. Your female compatriot in the demo, for example, would cast a healing spell when the hero's health got perilously low.

One of the better-looking titles on Wii, Swords boasts some impressive lighting, sharp texture quality, and the best renditions we've yet seen of Akira Toriyama's classic Dragon Quest monsters. The most impactful visual moments occur during special magic attacks, which are executed using various gestures. By swirling the remote overhead, for instance, you can conjure a storm cloud to rain bolts of lightning down on your foes.

Dragon Quest Swords isn't for the battle-hardened RPG veteran, but it should be a great entry point to the genre for the young would-be adventurer. —Steve T.



They may look adorable, but these slimes want nothing more than to destroy you and everything you stand for. Cut 'em.





Who's hungry for bacon?

Slimes have been part of Dragon Quest since the beginning. They are almost always the first enemy you encounter in any game of the series. While many of them are weak, there are also a variety of stronger slimes which began to appear in later titles of the franchise. In some Dragon Quest games you can tame Slimes, or have them join your party and even equip them with certain weapons and armor. Slimes that join you can level up and learn spells, like in Dragon Quest 5 for example. However there has never been a Dragon Quest game where the main hero is a Slime, that is until now...

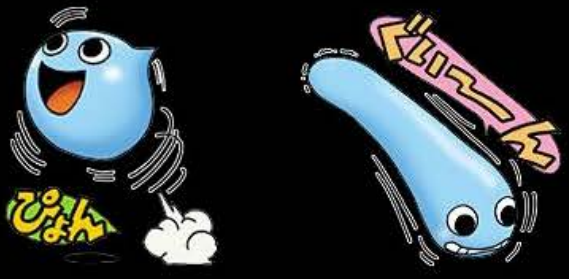
Released on November 14th, 2003 for the Nintendo Game Boy Advance, Slime MoriMori is the story of a heroic Slime, and his quest to rescue his kidnapped family and friends, while restoring peace to his town.



The game begins with the hero Slime having fun with his other Slime friends in Slime Town. He is joined by his sister Bo, who is a Red Slime, or She-Slime, as well as his good friends Hooly and Swotsy. Hooly is a Heal Slime, and Swotsy is a Drak Slime who wears binoculars as glasses. Hooly pulls out a wand and hands it to the your character, the hero Slime. You take the wand and transform yourself into a bird for fun, which leads to laughter and excitement from your friends. This does not sit too well with your parents, who break up the fun and force your character to remain as the bird overnight as punishment.



Later that evening while every Slime is asleep, A group of monsters known as the Tails Brigade come in and kidnap all of the Slimes. When they find your character, he is still transformed into a bird so they leave him alone. He tries to stop one of them from taking his sister, but they all get away. Your friend Hooly walks in and attacks you, thinking you are the enemy as you are still transformed. Once you change your appearance back to your original Slime form, Hooly and yourself check out the town and see it has been destroyed, and all Slimes have been taken. A cyclops monster is still in the town, and Hooly holds him off for you to escape, and thus the adventure to rescue all of your Slime family and friends begins.



A brief tutorial at the start of the game shows you what kind of moves your character can execute. He is able to perform a stretch attack, which can be very devastating to opponents, as well as other objects in your way like pots. Your character can also roll around fast, and collide with enemies. However his biggest strength is his ability to carry anything. You can stack other Slimes you rescue on top of you, as well as other heavy objects. You can even pick up enemies and stack them on top of yourself, or throw them around causing further damage. There are 100 different Slimes for you to rescue, and as you save them, more areas of the town and world open up. You also meet allies along the way, like a Swordsman character, which gives you the ability to perform a sword attack that can be used for slashing away at enemies.

Slime MoriMori is filled with puzzles, as well as many dungeons and other areas for you to travel in order to rescue all of your Slime friends. With its bright colors and lack of difficulty, the game is geared more towards children. However Dragon Quest fans of any age can play and enjoy this game. Slime MoriMori was only released in Japan, but its sequel Slime MoriMori 2 was brought to North America as Rocket Slime. It also has a 3rd title coming out in Japan this winter called Slime MoriMori 3, and Square Enix would be fools not to bring that version to the United States. The original Slime MoriMori title helped launch another successful Dragon Quest spinoff series, as well as increasing the popularity and adoration of Slimes.

 Slime	You are a Slime, the hero of the game. Your goal is to rescue all of your Slime friends that have been kidnapped by the evil group of monsters known as the Tails Brigade. Your character does not get kidnapped because at the time, he was still transformed into a bird. He had transformed himself with a wand the previous day, and was told to stay that way overnight as punishment for the incident from his father.
 Bo	Your Slime sister. She shares the same room with you, and you witness her kidnapping. You are attacked yourself and left laying there as a Platypunk takes her away.
 Hooly	Hooly is a Heal Slime, and one your good friends. When the kidnapping takes places he attacks you, thinking you are the enemy as you are still transformed as a bird.
 Swotsy	Another good friend of yours, and one of the main characters. This is the first Slime you rescue, as he is hidden in a treasure chest at the entrance of Nokke Woods.

Monster	HP	Location	Description
 Blinkster	0	Mio Roshter	Don't blink or you might miss these winking, jinxing, Blinksters!
 Bunnicorn	4	Nokke Woods, Deep in Nokke Woods	Boing, boing, boing. If they spot you, you're gonna get horned! Just remember, you've been warned!
 Chimaera	3	Mio Roshter	Death from above! If they get you in their sights, they will put out your lights!
 Dancing Flame	3	Nikomisky Mine, Mt. Merazoma	The flames might be scary, but just think what water would do to a monster that's 90% fire...
 Dracky	2	Nokke Woods, Deep in Nokke Woods	On the ground and in the air, drackies attack from everywhere!
 Gigantes	3	Slime Tail	As strong as he is dumb. Just run away unless you have a ton of bricks to drop on him.
 Hammerhood	3	Ul Otter River	Bam! Look out for that mallet! But they can only ever take one swing before it slips out of their hands.
 Jinkster	3	Nikomisky Mine, Mt. Merazoma	That lollipop's not for licking! It's a wand for casting Frizz! And did it just jinx you with a wink?
 Living Statue	0	Mio Roshter	Whoa! Did that statue just move? Yup, and it's heading your way! You should see them when they run.
 Muddy Hand	4	Slime Tail	This greedy grabber will nab everything in sight. You need a distraction to get the upper hand.
 Mummy	4	Slime Tail	They're not half as dangerous as the bomb spewing balloons they create. Take them out before it's too late.
 Octokid	4	Ul Otter River, Cara Cara Pool	They sneak up from below and shoot you wherever you go.
 Picksy	3	Ul Otter River, Cara Cara Pool	They'll pick up anything if they think they can chuck it at you! What will they pick up next?
 Platypunk	3	Nokke Woods, Ul Otter River, Nikomisky Mine, Slime Tail	Blublic enemy no 1. They treat slime-napping as a sport. Beware of their nasty tailspin attack.
 Red Platypunk	0	Deep in Nokke Woods	A villainous vixen with a soft spot for industrious Platypunks. Only rockbombs seem to hurt her.
 Restless Armour	3	Slime Tail	That big shield gives attacks from the front a hollow ring, but a strike from the back is just the thing!
 Walking Corpse	3	Nikomisky Mine, Mt. Merazoma	How do you kill a monster that's already dead? It just keeps coming back. And boy, does it stink!
 Wyrtle	3	Ul Otter River, Cara Cara Pool	What's the deal with these whizzing shells? You'll have to pop up from underground to flip them over..

Was the first Dragon Quest game released after the Square Enix merger.

Has turned into a successful Dragon Quest spinoff franchise with the release of several sequels.

Was the first game of the series to feature a Slime as the main hero.

This game, along with its sequels helped increase the popularity and adoration of the Dragon Quest Slimes.

The Slime character in this game is not named Rocket, you can choose whatever you like for his name.

DRAGON QUEST HEROES ROCKET SLIME

Far, far across the big blue sea lies the tiny island country of Slimenia. There, in the capital city of Boingburg, lots of little slimes were gooing about their business, enjoying the goo life...until one day, they were suddenly attacked by a mob of menacing monsters called the Plob. Before they knew it, the entire plopulation of Boingburg had been slimenapped!

With the future of slimanity at stake, it's up to Rocket to stop the Plob invasion and bring order to this once peaceful nation.

It's payback slime!

Released on September 19th, 2006 for the Nintendo DS, Dragon Quest Heroes: Rocket Slime is the tale of a heroic Slime named Rocket, and his quest to rescue all of his kidnapped Slime friends and family.





Rocket Slime is based in the world of Slimenia, specifically in the capital city of Boingburg. It begins with four Slimes, Rocket, Hooly, Bo, and Swotsy, who are playing in front of the castle. The four of them later get their hands on a flute, and in response to the flute being blown by Rocket his father comes running over, forcing Hooly to stick the flute in Rockets mouth. Afterwards, an organization known as the Plob invades Boingburg, capturing 100 of its 101 inhabitants. Because he was distorted and long, the Plob mistakenly believed Rocket was not a Slime, but a worm, and discarded him in a nearby wooded area. At this point, Rocket begins his quest to rescue all 100 Slimes, who have been locked up in large treasure chests. Rocket later happens upon a large tank called the Schleiman Tank, which he activates with the flute that he had acquired. This tank now allows him to battle other tanks employed by the Plob. He also must do battle with many other enemies, including the leader, Don Clawleone, and an evil Slime named Slival.

Rocket Slime is not a turned based RPG like most games from the Dragon Quest series. Instead it is more of an action/adventure title. The hero Rocket can attack his enemies a variety of ways. He can throw objects and even other enemies at them, he can throw the enemy itself anywhere he wants, and he even has an Elasto Blast attack, which can be very deadly for his opponents. Rocket has to rescue 100 different Slimes in this game, plus battle many different creatures, all while exploring strange new lands.









One primary game mechanic is the tank battles. Tank battles either occur in the stages or at the tank battle arena in Boingburg. In stages, when the player encounters a platform with an enemy on it standing in front of a tank, he or she may summon his or her tank to do battle with them. When the player goes into the battle, the top screen displays a zoomed out view of the two tanks on either side of the screen, and the bottom screen displays the standard gameplay. Each tank has two cannons that ammunition may be loaded into, and an HP meter, the latter which varies from tank to tank. Ammunition comes from varying points in the tank; the location of these drop points varies depending on which tank is being used. The player picks up ammunition using the Elasto Blast, like he or she picks up items in the other mode of play. He or she then may throw the ammunition into one or both of the cannons, causing the ammunition to be fired at the opposing tank. The opponent, however, will also fire ammunition at the player's tank. If two pieces of ammunition collide with each other, both pieces will fall to the ground, though some pieces of ammunition have more defensive and/or offensive power than others.

The player may leave his or her tank, either by shooting him or herself out of one of the cannons or by leaving the tank and breaking into the opposing tank. If the player makes it to the other tank by means of the cannon, he or she will enter the main area of their tank. While in their tank the player may use the Elasto Blast attack to break their computers, making it more difficult for them to retaliate. The player may also attack his or her opponents or steal ammunition to use in his or her tank. The opponent may also do the same, either breaking in or going in via the cannon. A tank is not destroyed when its HP is depleted; instead, a door protecting the tank's heart is destroyed, and at which point, the opposing tank's crew will invade and try to destroy the heart. If it is destroyed, the tank battle is over. Most tank battles that the player wins rewards the player with a particular item and a Slime, the latter only appearing once per tank battle.

In Boingburg, the player may load ammunition into his or her tank. This ammunition consists of items the player has collected throughout the game. After a certain point in the game, the player may also choose three computer-controlled tank assistants. These consists of particular Slimes that are able to participate. Under certain conditions, the player may also gain the ability to recruit enemies. Each tank assistance has a unique set of commands that they can be ordered to follow. While in Boingburg, the player may play multi-player with another player who owns a Nintendo DS system and Dragon Quest Heroes: Rocket Slime. If another player does not own a copy, he or she may only play a tank battle demo.

Rocket Slime is a sequel to Slime MoriMori, which was released in Japan on the Game Boy Advance. Since Slime MoriMori was not released in North America, Rocket Slime gave U.S. fans their first experience as playing a Dragon Quest game as a Slime. It was well received by fans and given many positive reviews. Most players could not resist the loveable slimes throughout the game. Dragon Quest Heroes: Rocket Slime is a fun filled adventure that can be enjoyed by Dragon Quest fans of all ages.





Rocket

A mischievous young boing nicknamed Rocket, due to your habit of catapulting yourself about the place. You are the only one who escaped the Plob's attack, and now it's up to you to save your friends.



Hoofy

Rocket's partner in slime. He always rushes headlong into everything, including challenging Rocket to prove which of them is the coolest.



Bo

The hero's little sister. Very devoted to her big brother. She's also proud of her talent for being able to sleep anywhere.



Swotsy

One of Rocket's friends. He can be incredibly cowardly at times, but you couldn't ask for a better buddy.



Big Daddy

Rocket's father, and leader of the Boingburg Palace Knights. It was he who taught our hero the secret of the Elastic Blast.



Mama Mia

The hero's mother. She and Big Daddy had many adventures in their younger years. Her home cooking is seasoned with a pinch of magic.



Duckter Cid

Although he looks like a member of the Plob, he somehow ends up firmly in the slime camp. He seems to know an awful lot about a certain mysterious tank.



Mother Glooperior

A nun in the town church. More than anyone, she worries over the inhabitants of Boingburg and will take responsibility for recording your adventure log.



His Wibbliness

The ruler of Slimenia. He has been watching over his kingdom for a very long time. Now he is counting on you to return peace to the island.



The Goonies

The Goonies consist of Grossashi, Goochobi, and Tokyo Tom. They usually spend their time on covert missions throughout Slimenia. When the time comes, they will put Rocket to the test and unlock his true potential.



Morrie-Mania

The organizer of the Tank Masters Tournament. He's a bit exotic and hard to understand at times, but he'll reward you with something fantastics if you keep on winning the tournaments.



Spriddy Dave

A merchant slime with a cockney accent. He buys and sells items to Rocket for use in the game's exciting Monster Tank Battles.



Perry

The famous surfer slime of Boingburg. Try talking to him to play the Gold Coast Surfer minigame. He also lets your friends enjoy this minigame through the DS wireless download play.



Starlist

An artist slime that lives in the castle of Slimenia. He lets Rocket draw over the painting in the castle's throne room. Rocket can obtain more canvases to draw on from the other slimes in Boingburg.



Don Clawleone

You can tell from the number of his tails that this guy's really mean! But why did he suddenly decide to attack the peace-loving Slimenians?



Platypunk

Your average Plob Platissi. They act tough, but tend to be pretty lazy.



Dracky

These guys would love to take a bite out of a slime.



Hammerhood

They do a bang up job as Platissi, but take their hammer away and they're just your average hood.



Picksy

Known as the infamous prankster of the Plob. He'll pick up and throw anything, even his own friends.



Mischievous Mole

A fearsome digger who can tunnel his way underground and attack the hero from below the surface.



Jaicat

This pernicious monster can't get enough of catnip.



Cactiball

Cactiballs groom their thorns regularly, so they're always nice and spiky.



Mimic

These tricky Plob members disguise themselves as treasure chests, so be careful whenever you try to open one.



Goodybag

A cowardly platissi who will run away as soon as he sees Rocket.



Ghost

These pranksters appear at night to take your precious items away.



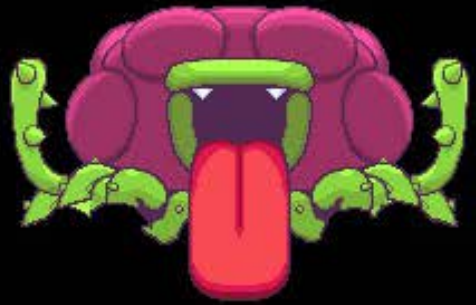
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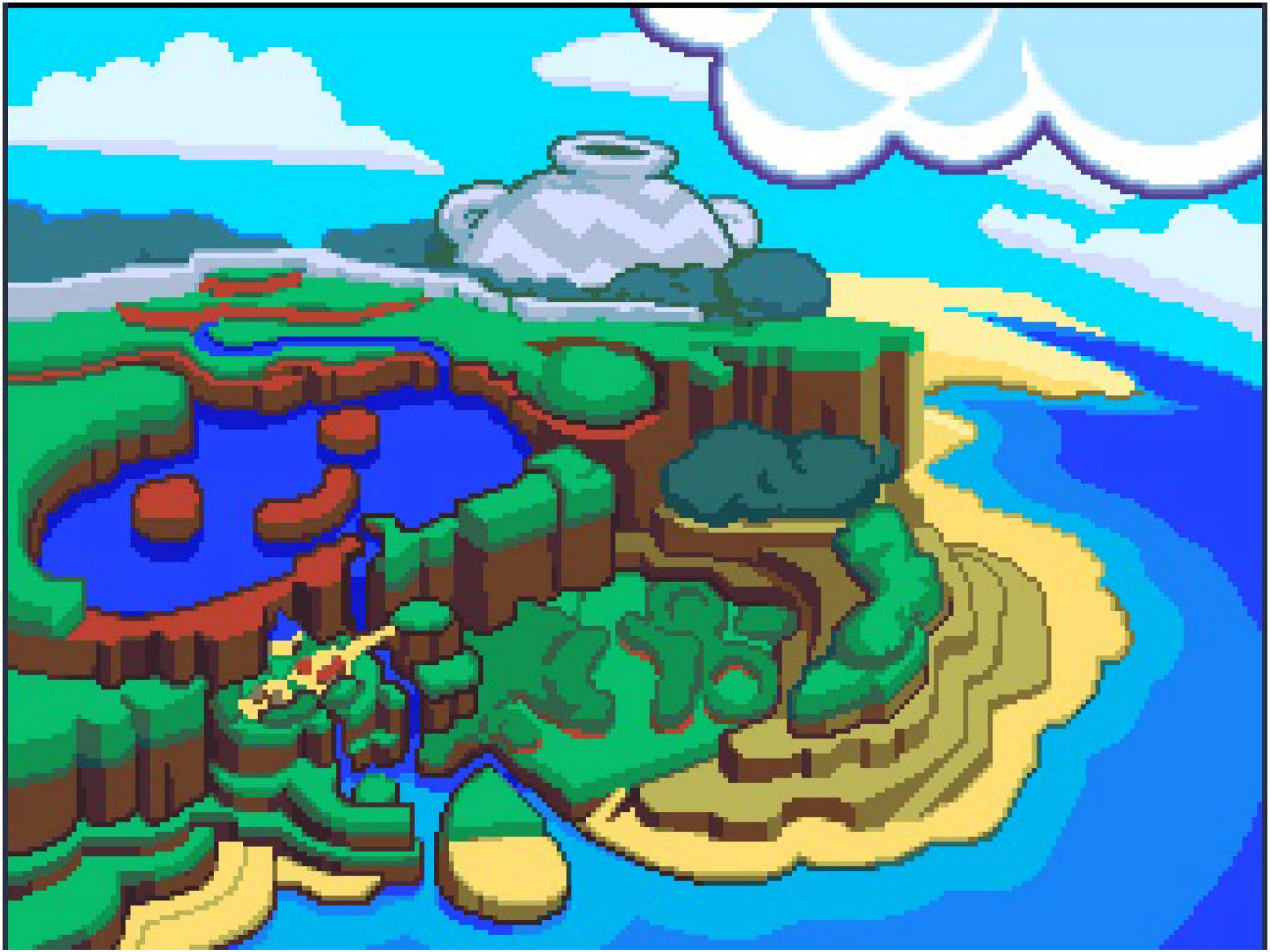
A clumsy Plob member who starts to cast a devastating spell as soon as he sees Rocket, but sometimes he carelessly blasts his friends too.

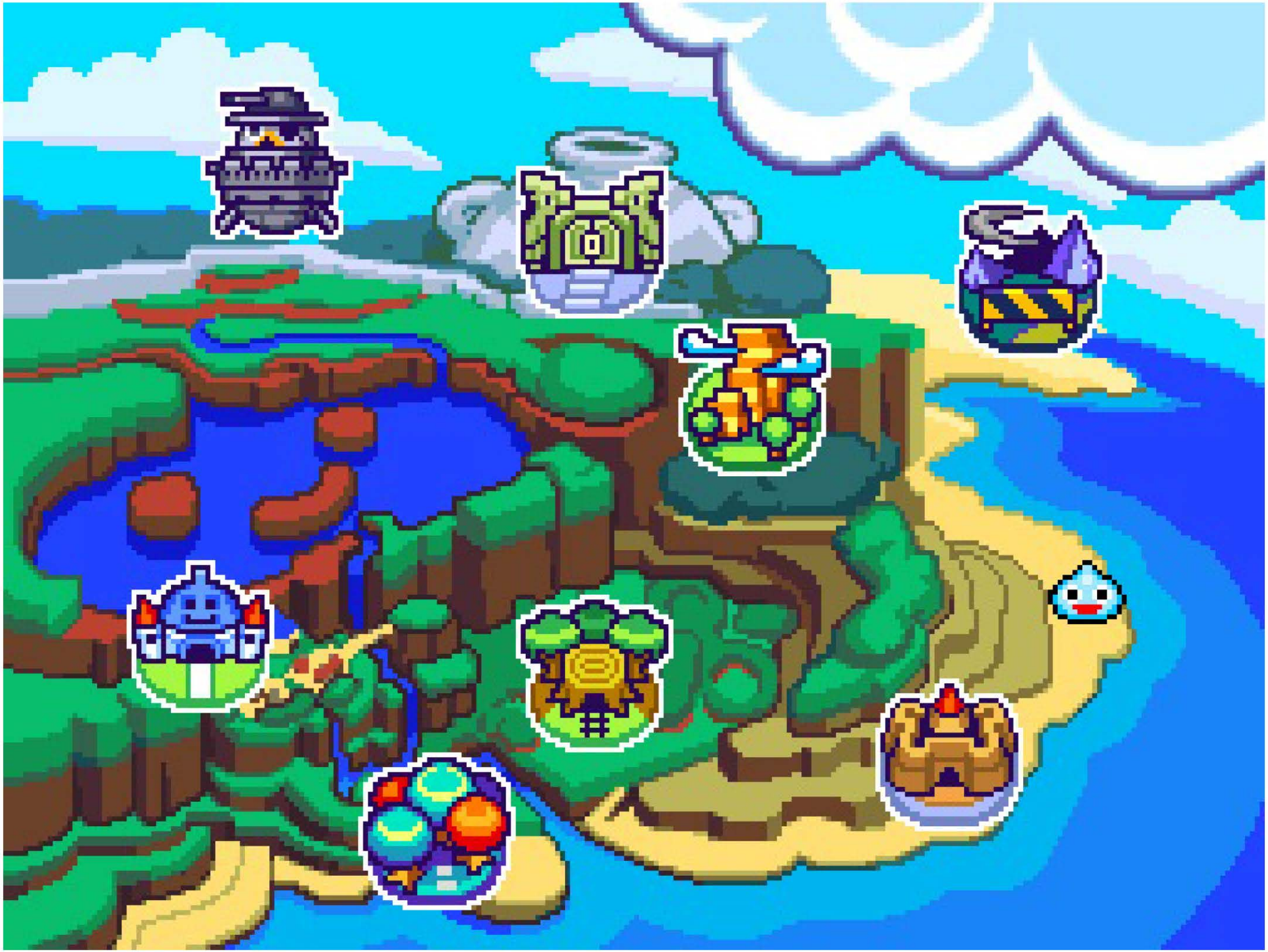


Slival

A mysterious character. He seems to be a slime, but for some reason this loner decided to join the Plob. Why does he keep challenging Rocket to fight?

Boss	Location	Best Attack
 Bough Beater	Forewood Forest	Elasto-blast
 Pot Belly	Mt. Krakatroda	Throw items at him
 Harvest Loon	Callmigh Bluff	Use the Slime Knight to reflect Harvest Loon's scythes back at him
 Lickety Spit	Flucifer's Necropolis	Throw Cactiballs on his tongue
 Don Clawleone	Flying Clawtress	Elasto-blast
 Don Dragone	Flying Clawtress	Elasto-blast





Backwoods

Dragon's Den



1



Carrot Top

A real hare razer

2



The Pyramaniac

Doesn't fight pharaoh

3



Chrono Twigger

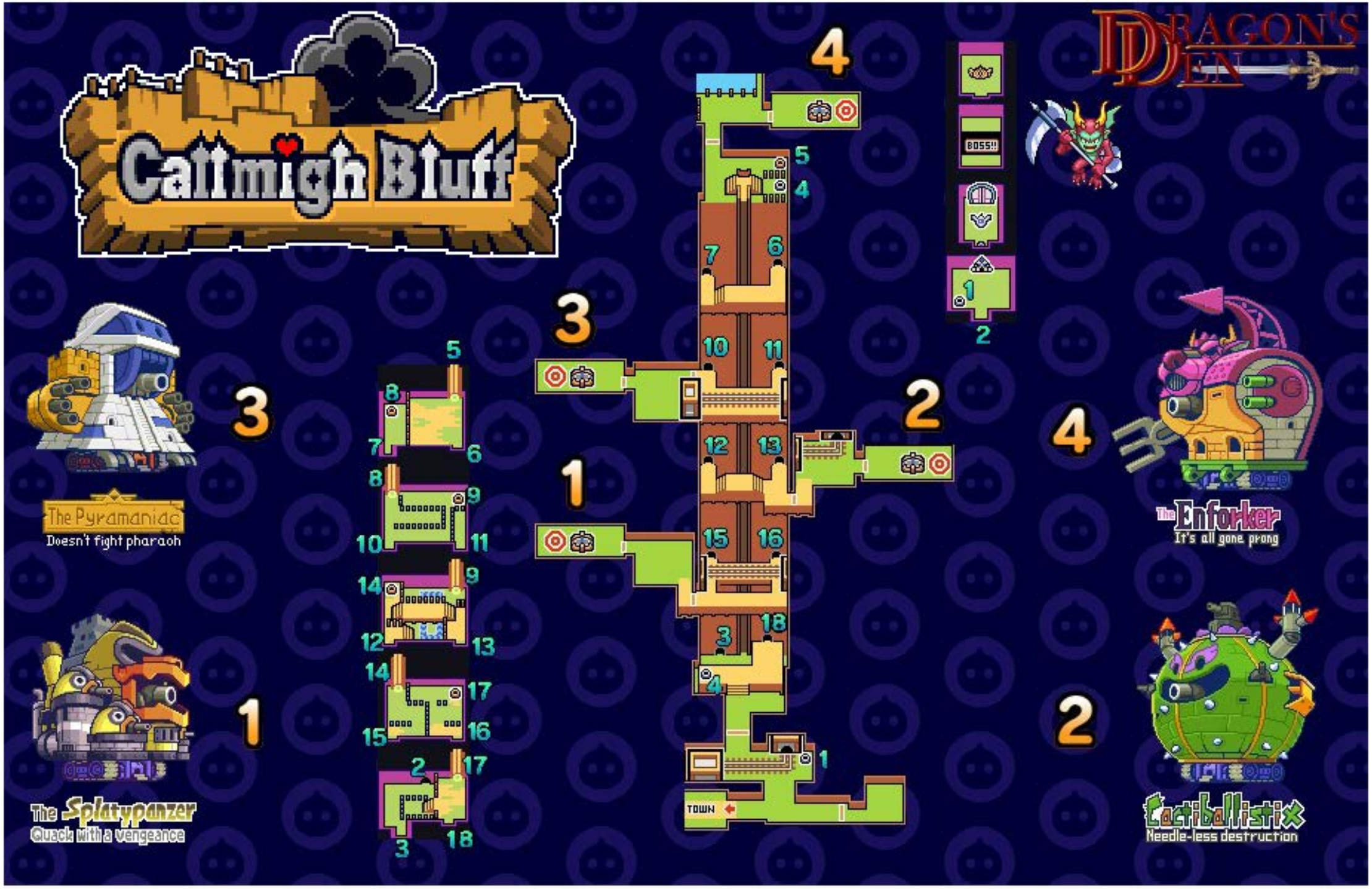
Its bark's worse than its bite

4



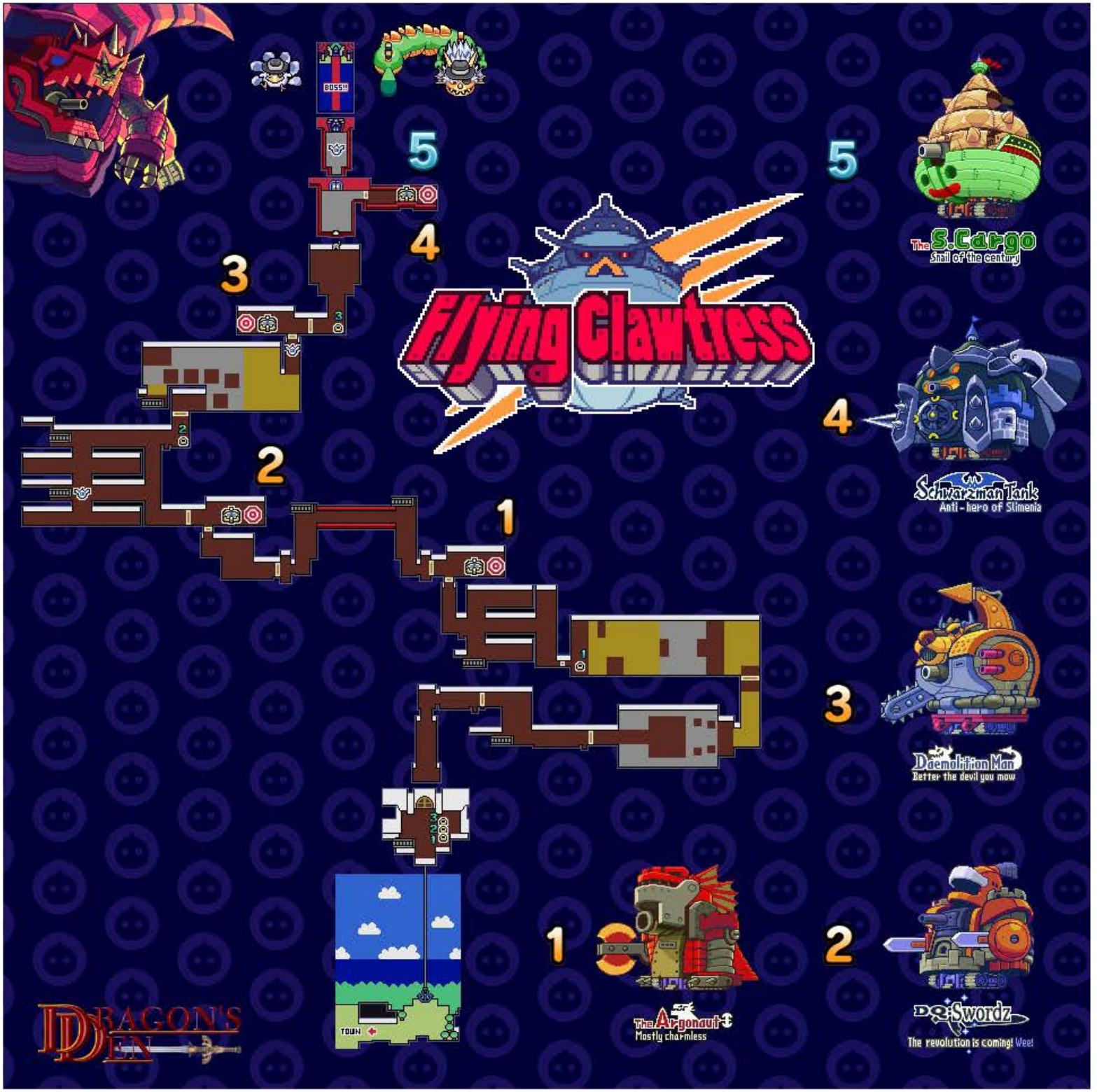
The Splatypanzer

Quack with a vengeance

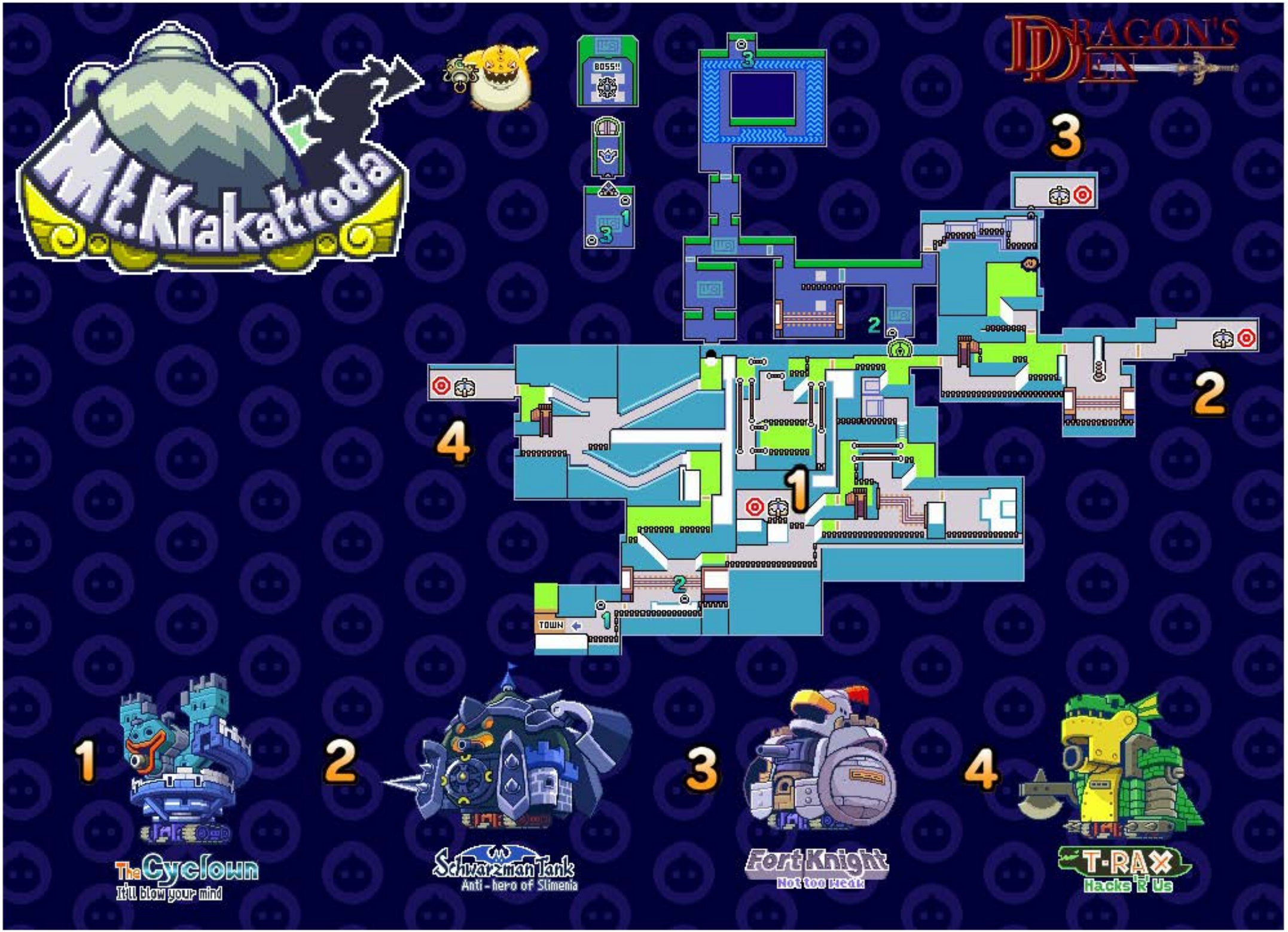

Catmigh Bluff
DRAGON'S DEN
BOSS!!
TOWN
The Pyramaniac
Doesn't fight pharaoh
The Splatypanzer
Quack with a vengeance
The Enforker
It's all gone prong
Lactiballistix
Needle-less destruction

Flucifer's Necropolis




Flying Clawtress
BOSS!!
5
4
3
2
1
TOWN
5
The S.Cargo
Snail of the century
4
Schwarzman Tank
Anti - hero of Slimenia
3
Daemolition Man
Better the devil you mow
1
The Argonaut
Mostly charmless
2
DQ:Swordz
The revolution is coming! Wee!
DRAGON'S DEN


Forewood Forest
Dragon's Den
2
1
BOSS!!
TOWN
3
1
2
3
1
2
3
The Purrsecuter
Look what the cat dragged in
Chrono Twiggy
It's bark's worse than its bite
CarrotTop
A real hare razer


Mt. Krakatroda
DRAGON'S DEN
BOSS!!
TOWN
1
2
3
4
The Cyclown
It'll blow your mind
Schwarzman Tank
Anti-hero of Slimenia
Fort Knight
Not too bleak
T-RAX
Hacks 'R' Us


The Tomb of Tootinschleiman
DRAGON'S DEN
1
3
4
2
2
2
1
TOWN
1
The Platypanzer
Unbillievable!
2
Short Shooter+
Size isn't everything
3
The Purrsecuter
Look what the cat dragged in.
4
The Golemator
Golly gosh!



Slime MoriMori Dragon Quest 3: The Great Pirate Ship and Tales Troupe was released for the Nintendo 3DS November 2nd, 2011 in Japan. This is a sequel to Slime MoriMori: Dragon Quest 2, which was known in the U.S. as Dragon Quest Heroes: Rocket Slime, and released on the Nintendo DS. The original Slime MoriMori title was released on the Game Boy Advance, only in Japan. In case you have not played Rocket Slime, the story is that you are a Slime named Rocket, who goes on a fun filled adventure to save his other Slime friends. It is noted for having a great multi-player tank battle mode, among other features. It has not been announced whether or not Slime MoriMori 3 will be released in the U.S. and if so, what its title would be. The SlimeMoriMori series is popular in Japan, and Rocket Slime fared well in the U.S. so a North American release of this game may be possible. Stay tuned for updates on this game when new information comes in.

Here are some details on the game:

- Fire everything/anything aboard your ship to take out enemy pirates
- This includes bullets, rocks, and even slime sailors
- Slime sailors can attack inside the enemy's ship
- You can win by destroying the ship's internal workings or just depleting the ship's HP
- Enemy ships represent enemies from the DQ series, including the Dragon Boat, Chimera Craft, and Archdemon Battleship
- Customize your ship's hull, mast, bow and more
- Add various decorations
- All of this customization changes the ship's HP, power, and speed
- This will also impact what you fire out of your cannons
- Enemies include Cruelcumbers, Skippers, and Suspicious Shadows
- The Slime Kingdom's great treasures, the "Niji Orbs," are stolen by the Tails Brigade
- Seven orbs in all were taken, hit the high seas to get them back



It all began with Dragon Warrior IV for the original Nintendo Entertainment System. One of the many memorable characters in that game was Torneko (a.k.a. Taloon), a roly-poly shopkeeper whose dream was to become the world's greatest merchant. Now, Torneko returns, in Torneko: The Last Hope, a game that follows a grand tradition of action/RPG/dungeon-exploration games.

Longtime Dragon Warrior fans will find familiar elements as they fight armies of monsters, from Slimes and Wyverns to vomiting Zombies and the insanely powerful Red Dragon. You must outthink enemies who are often faster or stronger than you, efficiently using weapons and magic when the odds are against you. What's more, in order to succeed you will also test the limits of Torneko's insatiable appetite.



Just completing the game isn't the only goal. In order to gain the game's highest ranking, you must complete the game's "mystery list," which requires you to try doing things you're "not supposed" to do, like robbing the shopkeeper, bringing home a monster as a gift for your wife, and making sure you get killed in every way possible.

Features:

- Set in the world of Dragon Warrior- familiar monsters, magic and characters from the Dragon Warrior series
- Over 150 unique characters and monsters designed by Akira Toriyama (creator of the Dragon Ball comic book series)
- Each time a new dungeon is visited, the floor plan is different from previous visits. Layouts may also change due to Torneko's actions or monsters actions.
- Over 100 unique items to gather and use including weapons, shields, staffs, scrolls, rings, projectiles, pots, herbs, bread (Torneko loves to eat as much as he loves adventure), chests and keys
- Claymation FMVs and scene backgrounds
- Turn-based combat that emphasizes tactics and strategy

Number/Position	Name	HP	ATK	DEF	SPD
	Agitoid	50	60	40	70
	Ant Soldier	35	45	25	55
	Ant Worker	30	40	20	50
	Ant Worker Child	15	20	10	30
	Antlion	70	80	60	40
	Antlion Child	40	50	30	20
	Apollo	90	95	85	100
	Apollo Child	60	65	55	70
	Archer	55	70	45	65
	Archer Child	30	35	25	40
	Assassin	65	85	50	90
	Assassin Child	35	45	30	55
	Bandit	45	55	40	50
	Bandit Child	25	30	20	35
	Bandit Leader	80	90	70	60
	Bandit Leader Child	50	55	45	40
	Bandit Thief	40	50	35	75
	Bandit Thief Child	20	25	15	45
	Bandit Warrior	60	75	55	45
	Bandit Warrior Child	30	40	25	30
	Bandit Wizard	55	65	50	55
	Bandit Wizard Child	25	30	20	35
	Bandit Wizard Leader	70	80	65	50
	Bandit Wizard Leader Child	40	45	35	40
	Bandit Wizard Thief	50	60	45	70
	Bandit Wizard Thief Child	30	35	25	45
	Bandit Wizard Warrior	65	75	60	55
	Bandit Wizard Warrior Child	35	40	30	40
	Bandit Wizard Warrior Leader	75	85	70	60
	Bandit Wizard Warrior Leader Child	45	50	40	45
	Bandit Wizard Warrior Leader Thief	55	65	50	75
	Bandit Wizard Warrior Leader Thief Child	35	40	30	50
	Bandit Wizard Warrior Leader Thief Child	60	70	55	65
	Bandit Wizard Warrior Leader Thief Child	40	45	35	55
	Bandit Wizard Warrior Leader Thief Child	50	60	45	70
	Bandit Wizard Warrior Leader Thief Child	30	35	25	45
	Bandit Wizard Warrior Leader Thief Child	45	50	40	60
	Bandit Wizard Warrior Leader Thief Child	55	65	50	75
	Bandit Wizard Warrior Leader Thief Child	35	40	30	50
	Bandit Wizard Warrior Leader Thief Child	60	70	55	65
	Bandit Wizard Warrior Leader Thief Child	40	45	35	55
	Bandit Wizard Warrior Leader Thief Child	50	60	45	70
	Bandit Wizard Warrior Leader Thief Child	30	35	25	45
	Bandit Wizard Warrior Leader Thief Child	45	50	40	60
	Bandit Wizard Warrior Leader Thief Child	55	65	50	75
	Bandit Wizard Warrior Leader Thief Child	35	40	30	50
	Bandit Wizard Warrior Leader Thief Child	60	70	55	65
	Bandit Wizard Warrior Leader Thief Child	40	45	35	55
	Bandit Wizard Warrior Leader Thief Child	50	60	45	70
	Bandit Wizard Warrior Leader Thief Child	30	35	25	45
	Bandit Wizard Warrior Leader Thief Child	45	50	40	60
	Bandit Wizard Warrior Leader Thief Child	55	65	50	75
	Bandit Wizard Warrior Leader Thief Child	35	40	30	50
	Bandit Wizard Warrior Leader Thief Child	60	70	55	65
	Bandit Wizard Warrior Leader Thief Child	40	45	35	55
	Bandit Wizard Warrior Leader Thief Child	50	60	45	70
	Bandit Wizard Warrior Leader Thief Child	30	35	25	45
	Bandit Wizard Warrior Leader Thief Child	45	50	40	60
	Bandit Wizard Warrior Leader Thief Child	55	65	50	75
	Bandit Wizard Warrior Leader Thief Child	35	40	30	50
	Bandit Wizard Warrior Leader Thief Child	60	70	55	65
	Bandit Wizard Warrior Leader Thief Child	40	45	35	55
	Bandit Wizard Warrior Leader Thief Child	50	60	45	70
	Bandit Wizard Warrior Leader Thief Child	30	35	25	45
	Bandit Wizard Warrior Leader Thief Child	45	50	40	60
	Bandit Wizard Warrior Leader Thief Child	55	65	50	75
	Bandit Wizard Warrior Leader Thief Child	35	40	30	50
	Bandit Wizard Warrior Leader Thief Child	60	70	55	65
	Bandit Wizard Warrior Leader Thief Child	40	45	35	55
	Bandit Wizard Warrior Leader Thief Child	50	60	45	70
	Bandit Wizard Warrior Leader Thief Child	30	35	25	45
	Bandit Wizard Warrior Leader Thief Child	45	50	40	60
	Bandit Wizard Warrior Leader Thief Child	55	65	50	75
	Bandit Wizard Warrior Leader Thief Child	35	40	30	50
	Bandit Wizard Warrior Leader Thief Child	60	70	55	65
	Bandit Wizard Warrior Leader Thief Child	40	45	35	55


Nina: Dear.
Don't you think it would be best if his Majesty were told? Maybe you'll learn something...



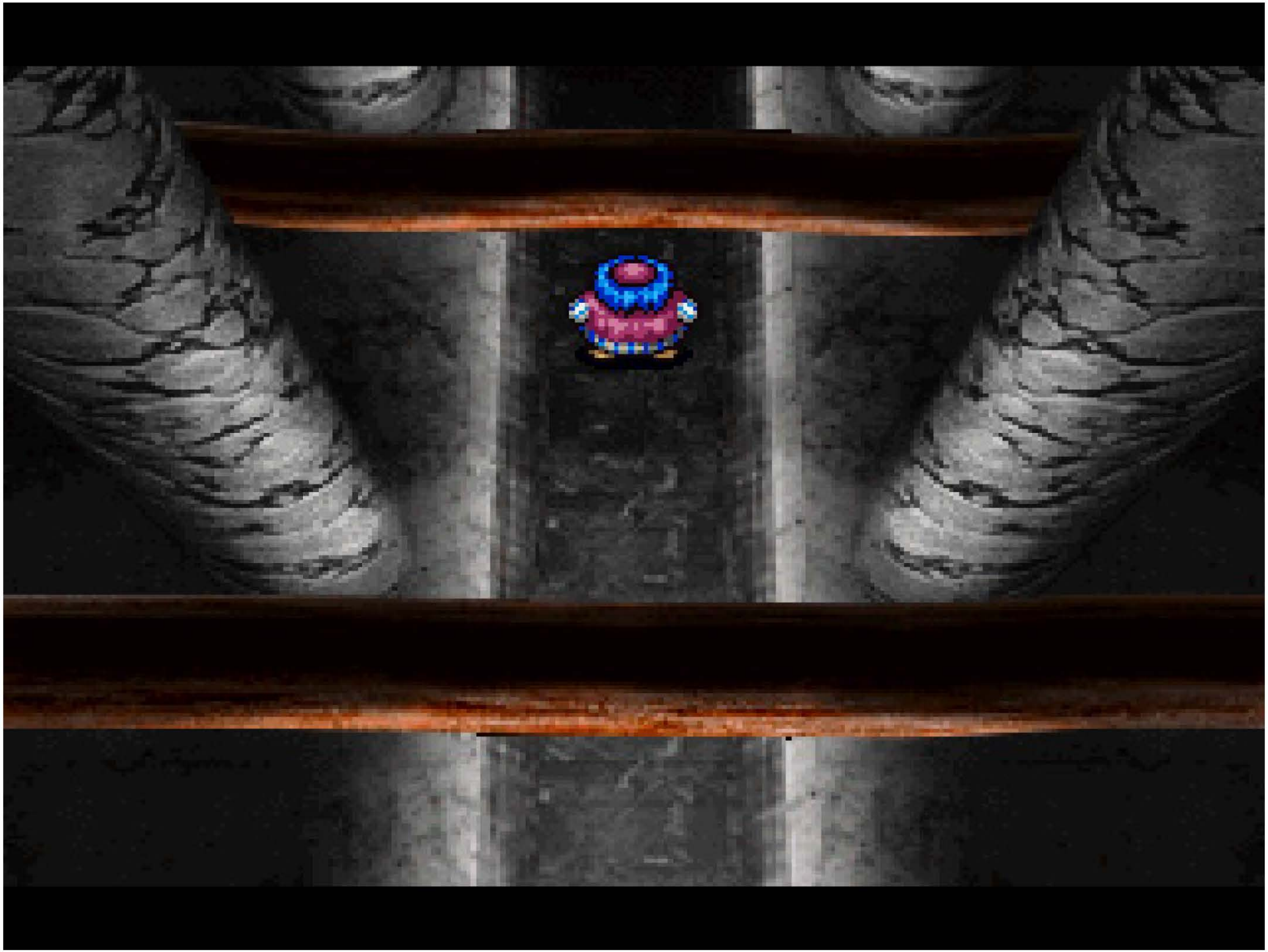

1F Lv 1 HP 15/ 15
0 G
Make your way to the stairs!


King: What? You say the western field has turned into a magic dungeon?


King: How good of you to bring me that news. You have my thanks.


Lv 1 HP 15/ 15
0 G
Soldier: There is an old saying
that claims the Sacred Flame burns
in the basement of the Castle.


Lv 1 HP 15/ 15
0 G
Banker: !!
Wh-who was that person?
I thought it was a monster!




3F Lv99 HP3639/3639
446 G


5F Lv99 HP3639/3639
446 G
Mummy struck for
10 HP damage.



Early in the game Torneko passes the rights off to Yangus who is 12 in this game, but to begin Yangus' father Yampa, who is a thief, brings home a strange jug and tells Yangus to keep away from it. You know what happens next, Yangus has to check it out and is sucked into the bottle and into the land inside the bottle.

As in previous dungeon games (not all dungeons are dungeons, some are forest areas) you make your way to the end and defeat the boss that is there and your level starts out at 1 every time you enter a dungeon. To get out of the jug you need to explore lots of mysterious dungeons.

Battles take place on the map like previous dungeon games, but to mix it up a bit they have added the Tension command like DQ VIII introduced. You can build up Tension multiple times as long as you don't move. So a good combat technique is to use a sleep inducing item and then power up while the monster is knocked out.

After some time in the game you can earn your own jug to capture monsters with.



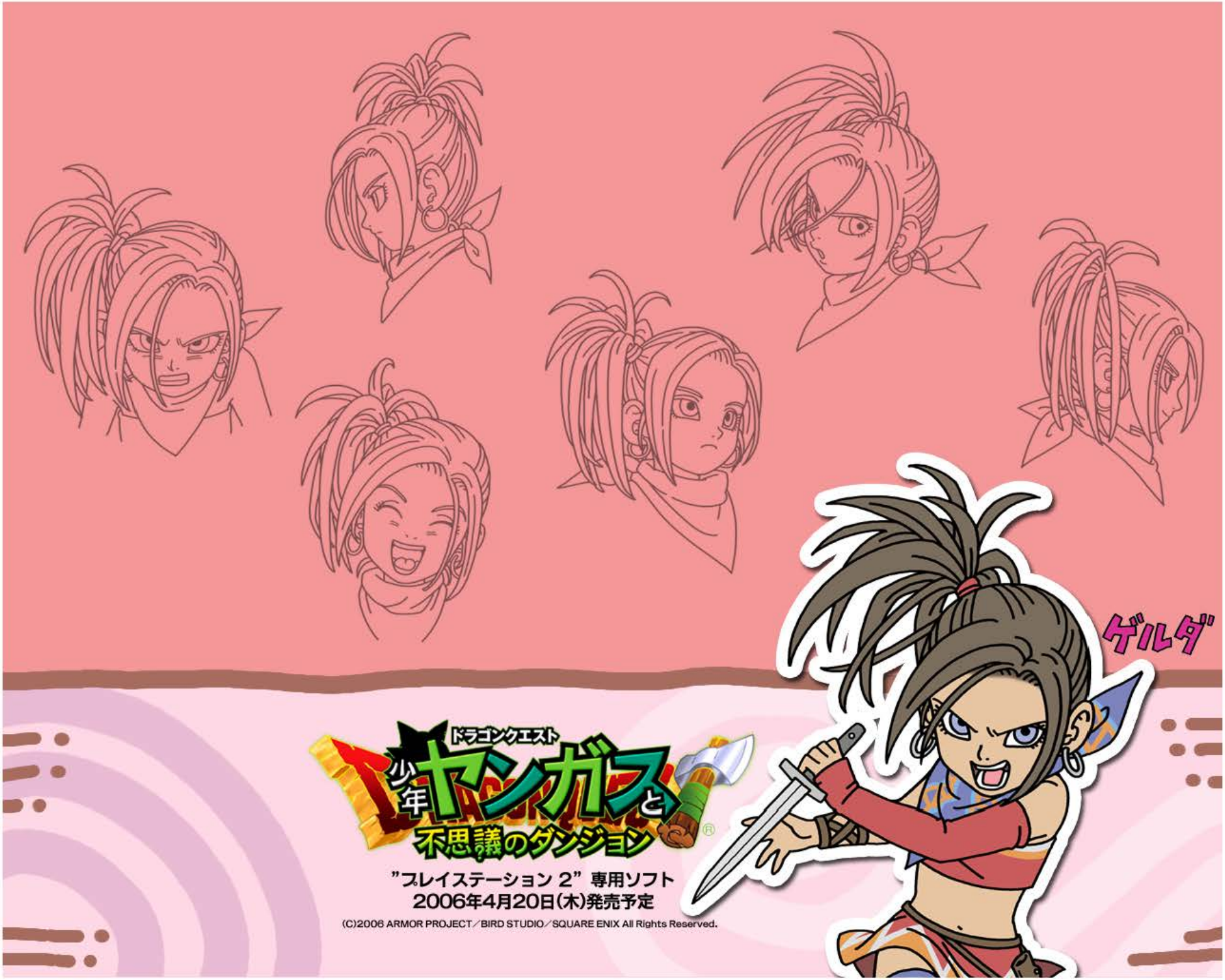

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「ドラゴンクエストVIII」の人気キャラクター・ヤンガスには、
知られざる少年時代のエピソードがあった！
少年ヤンガスが、未体験の冒険に旅立つ！



スペシャルサイト近日オープン予定！お楽しみに！


N


N


1F
Lv 2
HP 15/21
おなか 79/100
スラリン
8/10 Lv 3
つかれ 0%
スラリンは かいひが1あがった。
スラリンは うんのよさが1あがった。
スラリンの信頼度が 5あがった！


トルネコ「すまんな　ヤンガス……
私のかわりに　ゲルダを
さがしてくれ……。


ゲルダ「ねぇ　村長さん　あたしは　ここに
いつまでもいるつもりは　ないの。
元の世界へ　はやく　帰りたいの。


ゲルダ「そもそも　ライバルのヤンガスと
協力するなんて　ゴメンだし……


ゲルダ「フン！　それじゃ　あんたの手を
かりるわけにはいかないわね。
あたしも　一流の盗賊をめざしてるの！


ゲルダ「あたしは　そっちをまわってみるわ。
ヤンガスも　来たけりゃ来てもいいけど
あたしのじゃまだけは　しないでよね。


＊「それと　このダンジョンの中では
すぐに外へ逃げ出せる　リレミトの巻物が
手に入ることがありますポ。


シュロ「カンダタ様の　おみちびきですポ……。


＊「私は　このポッタルランドの長
シュロと　もうしますポ。


N


トルネコ「君には　私の息子のポポロと
同じチカラを　感じるんだ。
そう　魔物と心を通わせるチカラだ。


28F
HP 126 / 126
Lv 31
おなか 77 / 100
6
6
ドラゴンに66のダメージ！
ヤンガスの攻撃！
ドラゴンに66のダメージ！





MENU

STORY
CHARACTERS
MANGAS
ANIME
CREATURES
ITEMS
SKILLS/SPELLS
WORLD
LEGENDS
DARK AGE
LIBRAIRY
GALLERY
DOWNLOADS
PROJECTS

CONTACT ME
LINKS

Here is the introduction of the main plot in "Dai no Daibouken". The whole story will be available in the Mangas section where I will describe every single chapters of the story. Meanwhile...

INTRODUCTION



15 years ago, a Great Kinght called Yuusha (Grand Hero) and his three friends killed the evil Demon King and his monsters army who was trying to dominate the human world. They brought back the peace in the world. All the monsters who were under the spell of the Demon King, returned back to normal and started to live in a far away place.



The years passed... so did the peace. The black clouds covers the sky again, but this time, the only one who can free for good the world against evil is a young boy and his friends. A boy with the heart of a human, who grew with monsters and has the strenght of a dragon. Only the true Dragon Knight can...



The Unnoficial website of "Dai no Daibouken", formally known as "DragonQuest: Minakator!" is managed with AdobeGolive 5.0 by Webmaster Jedd since it's official opening date on July 4th 2002.





MENU

STORY
CHARACTERS
MANGAS
ANIME
CREATURES
ITEMS
SKILLS/SPELLS
WORLD
LEGENDS
DARK AGE
LIBRAIRY
GALLERY
DOWNLOADS
PROJECTS

CONTACT ME
LINKS

Here I will first put a description of the main characters and when the site will be more complete I will add every other possible characters in "Dai no Daibouken" Those secondary characters might not be that important for the ones who just started to know that series, but they all become more important as it goes on. That's an aspect I really admire...

Note: The names of the characters does not all come from the japanese version. I used both original and french version for a better result.

MAIN CHARACTERS


Dai


Poppu


Maam


Hyunkel


Leona


Aban


Crokodin


Chiu


Gome





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MENU

STORY
CHARACTERS
MANGAS
ANIME
CREATURES
ITEMS
SKILLS/SPELLS
WORLD
LEGENDS
DARK AGE
LIBRAIRY
GALLERY
DOWNLOADS
PROJECTS

CONTACT ME
LINKS



The creatures or "monsters" have originaly been drawned by Akira Toriyama for the Famicom (Nintendo) RPG game series Dragon Quest. Also known as Dragon Warrior in U.S. What mostly supports the balance of the immense world that is Dragon Quest and also making it so unique, is probably the creatures that lives in it which giving it all it's unique charm. A game series entirely based on the creatures of Dragon Quest has even been created. In Daibouken, a very large portion of those creatures have given an appearance within the manga series. Here, I will give a brief description of every creatures or monsters seen in the manga. And also will have a special section for the Army of Chiu.



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MENU

STORY
CHARACTERS
MANGAS
ANIME
CREATURES
ITEMS
SKILLS/SPELLS
WORLD
LEGENDS
DARK AGE
LIBRAIRY
GALLERY
DOWNLOADS
PROJECTS

CONTACT ME
LINKS



The Special Items and/or equipments in the Daibouken series is yet another good link to what an RPG is, which is what this series is based upon. Many items or weapons have been used throughout the series and here I will list all those that can be found within the Manga, along with an explanation of their uses, utilities or special powers.



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MENU

STORY
CHARACTERS
MANGAS
ANIME
CREATURES
ITEMS
SKILLS/SPELLS
WORLD
LEGENDS
DARK AGE
LIBRAIRY
GALLERY
DOWNLOADS
PROJECTS

CONTACT ME
LINKS



What makes the characters in Dragon Quest Daibouken so strong beside their friendship is no doubt all the abilities and experiences they have earned in all their combat, helping them to master the art of the sword, lance, fist combat and more. And what makes a world more fantasy is magic spells of course. A combination of vast special skills and magic spells are a necessity for victory in battles.



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MENU

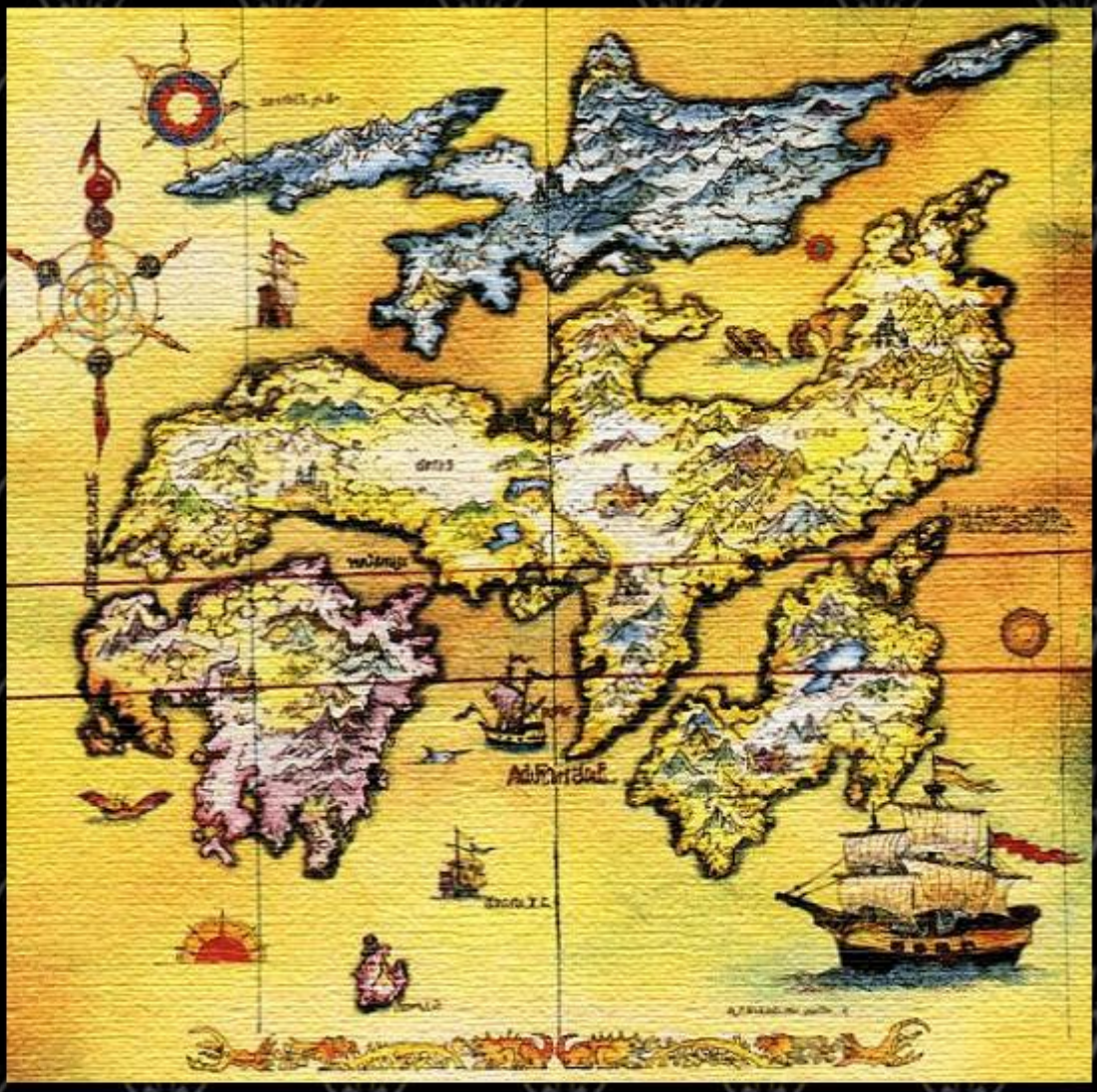
STORY
CHARACTERS
MANGAS
ANIME
CREATURES
ITEMS
SKILLS/SPELLS
WORLD
LEGENDS
DARK AGE
LIBRAIRY
GALLERY
DOWNLOADS
PROJECTS

CONTACT ME
LINKS

The World of "Dragon Quest: Dai no Daibouken" is quite rich and wide. Most places are visited in the mangas, but sometimes it might be hard to perceive where all the action is situed. To ease it up, I've created this map to help you travel anywhere in the world. Prepare yourself for this wonderful journey.

VIRTUAL WORLD

Note: This section is still under major construction...





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MENU

STORY
CHARACTERS
MANGAS
ANIME
CREATURES
ITEMS
SKILLS/SPELLS
WORLD
LEGENDS
DARK AGE
LIBRAIRY
GALLERY
DOWNLOADS
PROJECTS

CONTACT ME
LINKS



Many heroes have fought through the past, but are sometimes forgotten. Stories that has been lead to rumours or only bed stories for children. Wether it is about a hero and his companions that defeated evil years ago and saved the land or about a legendary knight that possesed all the greatest quality of human, monsters and dragons all at once, it's purpose being to maintain a equal balance in the world. Those legends are now ready to resurface from the past...



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MENU

STORY
CHARACTERS
MANGAS
ANIME
CREATURES
ITEMS
SKILLS/SPELLS
WORLD
LEGENDS
DARK AGE
LIBRAIRY
GALLERY
DOWNLOADS
PROJECTS

CONTACT ME
LINKS

From the depth of the Underworld of Demons and Evil comes out all of the creatures swarn to destroy the world of men, to rule over all races. What is this mysterious black cloud aura covering the sky above? What does evil intends? What is it made of and being controled by or commanded by whom...When the time of destruction will be near, the earth will shake, the seas rages and the sky will split. This is the Dark Age...





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MENU

STORY
CHARACTERS
MANGAS
ANIME
CREATURES
ITEMS
SKILLS/SPELLS
WORLD
LEGENDS
DARK AGE
LIBRAIRY
GALLERY
DOWNLOADS
PROJECTS

CONTACT ME
LINKS

Books are the roots of all knowledge. Either it be the story of a legend almost forgotten or of a world, a place forgotten by time and space from all, Books are there to make people learn, but more so to see the truth behind words, their true meanings. Just like the Book of Aban, used not only for training but also to teach from the heart, to extend the meaning of life and courage, to keep on living while giving it all to it's fullest.





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Dragon Quest

This article is about the video game franchise. For the first game in the series, see Dragon Warrior. For other uses, see Dragon Quest (disambiguation).

Dragon Quest	
Genres	Role-playing video game
Developers	**Game design:** Armor Project **Character/monster design**: Bird Studio **Main series programming:** ArtePiazza, Chunsoft, Heartbeat, Level-5, Square Enix
Publishers	Square Enix (formerly Enix) NA EUNintendo (as of *Dragon Quest Monsters: Joker 2*)
Creators	Yuji Horii
Artists	Akira Toriyama
Composers	Koichi Sugiyama
Platforms	MSX, Famicom/NES, Super Famicom/Super NES, Game Boy Color, Game Boy Advance, Nintendo DS, Mobile phone, Android, Arcade, PlayStation, PlayStation 2, Wii, Nintendo 3DS, Wii U, Microsoft Windows, iOS,
Platform of origin	Famicom/NES
First release	*Dragon Quest* May 27, 1986
Latest release	*Dragon Quest II* (Android/iOS) June 26, 2014
Spin-offs	*Mystery Dungeon* series *Dragon Quest Monsters* series
Official website	Official Japanese Portal [1] Nintendo's Official Portal [2]

Dragon Quest (Japanese: ドラゴンクエスト Hepburn: *Doragon Kuesuto*Help:Installing Japanese character sets), published as ***Dragon Warrior*** in North America until 2005,[3] is a series of internationally best-selling console role-playing video game (RPG) titles created by Yuji Horii and his studio, Armor Project. The series is published by Square Enix (formerly Enix), with localized versions of later installments for the Nintendo DS (NDS) being published by Nintendo outside of Japan. The first title was published in 1986 and there are currently ten main-series titles, along with numerous spin-off games. Nearly every game in the main series has either an anime or manga adaptation, or both. The series has had a significant impact on the development of console RPGs, and introduced a number of features to the genre. Installments of the series have appeared on MSX computers, Nintendo Entertainment System, Super Nintendo Entertainment System, Game Boy Color, Game Boy Advance, Nintendo DS, PlayStation, PlayStation 2 and Wii video game consoles, and several models of mobile phones. Each *Dragon Quest* video game soundtrack is arranged into an orchestral piece and the video game series is the first to have live-action ballet adaptations.

Early in the series the *Dragon Quest* games were released under the title *Dragon Warrior* in North America to avoid trademark conflict with the pen-and-paper role-playing game *DragonQuest*. Square Enix did not register the *Dragon Quest* trademark for use in the United States until 2002.

The basic premise of most *Dragon Quest* titles is to play a hero who is out to save the land from peril at the hands of a powerful evil enemy, with the hero usually accompanied by a group of party members. Common elements persist throughout the series and its spinoff titles: turn-based combat; recurring monsters, including the Slime, which became the series' mascot until the English version of *Dragon Quest VIII: Journey of the Cursed King*; a text-based menu system;[4] and random encounters (in the main series), until *Dragon Quest IX: Sentinels of the Starry Skies*. The series is one of the few long-running video game series to have a stable key development team; scenario writer and game designer Yuji Horii, character designer Akira Toriyama and music composer Koichi Sugiyama have handled their respective roles from the beginning of the series. The original concepts, used since the first game, took elements from the western RPGs *Wizardry* and *Ultima*. A great deal of care was taken to make the gameplay intuitive so that players could easily start to play the game. The series features a number of religious overtones which were heavily censored in the NES versions.

Dragon Quest X is the newest game in the series. It is a massively multiplayer online game, featuring online battles. It has currently been released in Japan on the Wii, Wii U, and Microsoft Windows.

Common elements

Gameplay

Main article: Gameplay of Dragon Quest

In most *Dragon Quest* games, players control a party of characters that can walk into towns and buy weapons, armor, and items to defeat monsters outside of the towns: on the world map or in a dungeon. In most of the games, battles occur through random monster attacks and improving the characters' levels requires players to grind. The series uses cursed items, difficult dungeons where players need to use their resources wisely to complete them, and difficult boss battles. When the party encounters monsters the view switches perspective and players are presented with several options on a menu; these first-person menu-based battles have become a staple of the series. Players use the menus to select weapons, magic, and other items used to attack and defeat the monsters, or can attempt to flee the fight; though characters cannot flee during a boss battle. Once the party defeats the monsters by winning the battle, each party member gains experience points in order to reach new levels. When a character gains a new level, the statistics (stats) of the character are upgraded. Winning battles also rewards players with gold which can be used to purchase items. In addition to the experience points and gold awarded for successfully defeating monsters, occasionally, items will be dropped as well that are added to the player's inventory.

In most *Dragon Quest* games, players must visit a church (known as a House of Healing in the NES translations) and talk to a priest or nun to save the games' progress; in *Dragon Warrior*, players had to talk to a king to save their progress, though the first two *Dragon Quest* titles for Famicom use a password save system. If the party dies in battle the group loses half of its gold and warps to the nearest save location where the hero is revived; players must then pay a priest or nun to revive their party members.

Dragon Quest features "puff puff" – a Japanese onomatopoeia for a girl rubbing her breasts in someone's face, which can also be used for the general term of a girl juggling her own breasts – massage girls that the player can hire with text describing their actions in the early games; in later games gags were used since breasts could not be displayed. The text descriptions were removed from some North American translations.[5]

In *Dragon Warrior III*, *Dragon Quest VI: Realms of Revelation*, *Dragon Warrior VII*, and *Dragon Quest IX: Sentinels of the Starry Skies*, several character classes can be chosen for the party members. Each game has its particular set of classes with typical options, including the Cleric, Fighter, Jester, Thief, Warrior, and Mage.[6] All the aforementioned games also include advanced classes such as the Sage. In addition, *Dragon Quest VI* and *VII* include monster classes.

In *Dragon Quest IV: Chapters of the Chosen*, a new collectible item known as mini medals, resembling small gold coins with a five-pointed star in the middle, was introduced; they have nothing to do with winning the game, but they

can be traded with a certain character for items. Players collect them throughout the game, primarily by opening chests, breaking pots and barrels, and searching in sacks and drawers. Horii introduced them as he wanted to have something players collected that were similar to the crests and orbs in the previous *Dragon Quest* games, but did not want to repeat the necessity for players having to collect a certain number of them before they could complete the game.

Monsters

The *Dragon Quest* series features several recurring monsters, including Slimes, Drackies, Skeletons, Shadows, Mummies, Trick Bags, and Dragons. Many monsters in the series were designed by Akira Toriyama.

Several *Dragon Quest* games allow the player to recruit monsters to fight alongside them. In *Dragon Quest IV*, a Healie monster can be recruited for the first chapter. *Dragon Quest V* and *VI* monsters can be selected by the player to join the player's party and fight in battles. In *Dragon Quest VIII* players can defeat and recruit monsters to fight in an arena.

The Slime, designed by Toriyama for use in *Dragon Quest*, have become the official mascot of the *Dragon Quest* series. Series designer Yuji Horii cited the monster as an example of Toriyama's skills, claiming it took "[artistic] power to take something like a pool of slime and use his imagination to make it a great character." A Slime is a small blue blob, shaped like a water droplet, with a face. It has appeared in every *Dragon Quest* game and it is usually one of the first monsters the players encounter.[7] The Slime's popularity has netted it the *Slime* spin-off series on handheld consoles.

Erdrick (aka Loto)

Erdrick[8] is the legendary hero from the *Dragon Quest* series. The first three *Dragon Quest* games, all connected to the legend of Erdrick, comprise the "Erdrick trilogy". He is known in the game as the hero who freed the Kingdom of Alefgard from darkness. The chronological order of the first three *Dragon Quest* games is: *Dragon Quest III*, *Dragon Quest*, and *Dragon Quest II*.

The chronological order of the *Dragon Warrior* series is the same as that of *Dragon Quest*. In the first *Dragon Warrior* game the hero, the player-character, is a descendant of Erdrick who follows in his footsteps to reach the Dragonlord's Castle and confront him. In *Dragon Warrior II* the heroes are also descendants of Erdrick, exploring the expanded world of Torland that includes the continent of Alefgard. Erdrick's legend in the *Dragon Warrior* series was completed in *Dragon Warrior III* when the King of Alefgard bestows the "Order of Erdrick", the country's highest honor, upon the hero at the end of the game. The player-character's armaments are named the "Erdrick Sword" and "Erdrick Armor" in *Dragon Warrior* and *Dragon Warrior II*. Playing *Dragon Warrior III* with the name "Erdrick" is impossible in the original release, as the game prevents players from continuing if the name is used.

Zenithia

Zenithia, also called Zenith Castle or Zenith, is a floating castle that first appears in *Dragon Quest IV*; it is used as a descriptor for several elements in *Dragon Quest IV*, *V* and *VI*. Its appearance in all three games has led to the games being described as the *Zenithia* or *Tenku* ("Heaven") trilogy. Horii explained that a trilogy was never the intention: "Each *Dragon Quest* title represents a fresh start and a new story, so it seems too much of a connection between the games in the series. It could be said that the imagination of players has brought the titles together in a certain fashion."

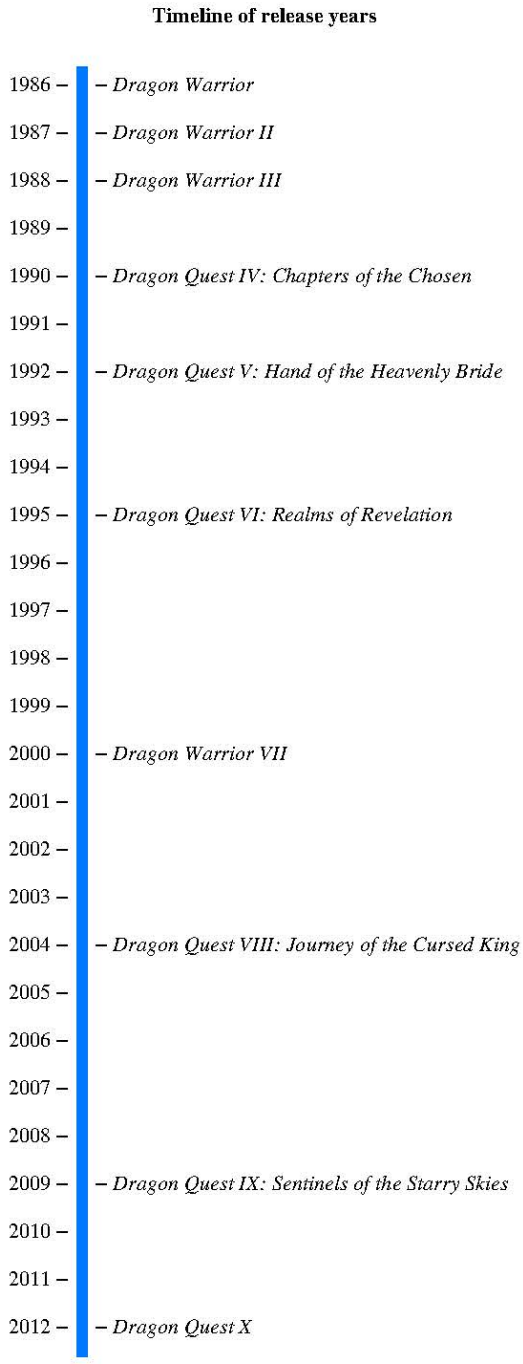
In *Dragon Quest IV* Zenithia can be accessed by climbing the tower above the entrance to the world of darkness. In *Dragon Quest V* Zenithia has fallen into a lake south of Elheaven, until the Golden Orb is returned leaving the castle able to move freely in the sky. In *Dragon Quest VI* Zenithia is sealed by Demon Lord Durran, and a large hole is left in its place in the "Dream World". When the Dream World returns to its natural state in *Dragon Quest VI*, Zenithia is the only part that remains, floating above the "real" world. In addition to the trilogy, a castle in the *Dragon Quest III*

remakes is also called Zenith, although the layout differs from the castle in the *Tenku* series.

Games

See also: List of Dragon Quest media

Main series



The first four *Dragon Quest* installments were released for the Nintendo Entertainment System (NES) in Japan and North America. The first two installments were released in Japan on NES and ported that same year to the MSX; all four games have been remade for newer systems. *Dragon Quest* was first released in Japan on May 27, 1986 and in North America as *Dragon Warrior* in August 1989. *Dragon Quest II Akuryo no Kamigami* was released in Japan in 1987 and in North America in 1990 as *Dragon Warrior II*. *Dragon Quest III Soshite Densetsu e...* was released in

Japan in 1989 and North America as *Dragon Warrior III* in 1992. *Dragon Quest IV: Chapters of the Chosen* was released in Japan in 1990 and in North America in 1992 as *Dragon Warrior IV*. A 2001 Japanese PlayStation (PS1) remake of *Dragon Warrior IV* scheduled for the North American market was never released. The NDS remake of *Dragon Quest IV* was released in North America, Europe, and Australia under its original translated title; the European release removed the number from the title.

Two games were released for the Super Famicom: *Dragon Quest V: Hand of the Heavenly Bride* in 1992 and *Dragon Quest VI: Realms of Revelation* in 1995; both have been re-released on newer systems. *Dragon Quest V* was originally scheduled for release in North America but was canceled amid rumors that Enix had given up on the American market. No official reason was ever given. The NDS remakes were released in North America with *Dragon Quest V* also being released in Europe and Australia, the latter without the numbering. One game was released for the PS1: *Dragon Quest VII: Eden no Senshi-tachi* in 2000 in Japan and 2001 in North America under the title *Dragon Warrior VII*. *Dragon Quest VIII: Journey of the Cursed King* was released for the PlayStation 2 (PS2): in 2004 in Japan; 2005 in North America; and 2006 in Europe and Australia, again without the number in the title for Europe. *Dragon Quest VIII* was the first *Dragon Quest* title to be released in North America under the *Dragon Quest* title, and the first European release of a main-series *Dragon Quest* game. *Dragon Quest IX: Sentinels of the Starry Skies*, the only game in the series initially released on the NDS, was originally released in 2009 in Japan, and in 2010 in North America, Europe, and Australia. *Dragon Quest X* was announced for the Wii in December 2008. In September 2011, Square Enix announced that *Dragon Quest X* would also be released on the Wii U, with Nintendo 3DS connectivity.Wikipedia:Manual_of_Style_(dates_and_numbers)#Chronological_items *Dragon Quest XI* is currently in development and is scheduled for a 2016 release.

Spinoffs

Main articles: Dragon Quest Monsters, Mystery Dungeon and Slime (series)

The franchise includes several spin-off games, including the *Dragon Quest Monsters* RPG. The series has also inspired arcade games such as the Japanese *Dragon Quest: Monster Battle Road*, where players compete for real-life cards with monster data that the arcade game issues to the players through a slot on its front. The latter is the only spin-off series to have none of its titles released outside Japan. The *Mystery Dungeon* and *Fortune Street* series use characters and other elements from *Dragon Quest* games, and the Mystery Dungeon series has gone on to spawn its own franchise.

In 1993 Chunsoft developed a SNES game that included Torneko (a.k.a. Torneko Taloon), a character that first appeared in *Dragon Quest IV*. The roguelike game *Torneko no Daibōken: Fushigi no Dungeon* continues Torneko's story from *Dragon Quest IV* as he attempts to make his store famous, venturing into mysterious dungeons to retrieve items to stock his store with. The game was successful in Japan. In 2000 the direct sequel *Torneko: The Last Hope* was released in Japan and the United States. The gameplay is similar to the first game, though *Torneko: The Last Hope* is considered easier to play. The game sold enough copies in Japan to allow development of the second direct sequel on the PS2 titled *Fushigi no Dungeon 3 Torneko no Daibouken* (不思議のダンジョン3 トルネコの大冒険[?], lit. "Mystery Dungeon 3: Torenko's Adventure") . The second and third Torneko games have had remakes for the Game Boy Advance (GBA). A later game featured Yangus, a character who first appeared in *Dragon Quest VIII*; *Dragon Quest: Shōnen Yangus to Fushigi no Dungeon* follows Yangus on his adventures before he meets up with Hero in afore mentioned game. The success of *Torneko no Daibōken* spawned the *Mystery Dungeon* series that has grown to include franchises beyond *Dragon Quest*, as well as other clones.

When Enix took over the *Monopoly*-inspired video game *Itadaki Street*, the *Dragon Quest* franchise became an integral part of the game in its second version, *Itadaki Street 2: Neon Sain wa Bara Iro ni* (いただきストリート2 ネオンサインはバラ色に *lit. Summit Street 2: Rose-Colored Neon Sign*Help:Installing Japanese character sets). The first *Itadaki Street*, released by ASCII, did not contain elements from the *Dragon Quest* franchise. The fourth game in the series, *Dragon Quest & Final Fantasy in Itadaki Street Special* (ドラゴンク

エスト＆ファイナルファンタジー in いただきストリート SpecialHelp:Installing
Japanese character sets), included characters from the *Final Fantasy* franchise, and later versions would include characters from *Mario*.

Like the main series, *Dragon Quest Monsters* was originally released under the *Dragon Warrior* name in the US. The next game, *Dragon Warrior Monsters 2*, is the only game to be split into two versions, *Cobi's Journey* (*Ruka's Journey* in Japan) and*Tara's Adventure* (*Iru's Adventure in Japan*), named after the main player characters. Each version has slight differences, such as the monster that appear in them. *Dragon Quest Monsters: Caravan Heart* is a prequel to *Dragon Warrior VII*, following Keifer who is pulled into Torland and must find the six Orbs of Loto in order to return. The release of *Dragon Quest Monsters: Joker* is the first spin-off title to be released in English using the *Dragon Quest* name; its sequel *Dragon Quest Monsters: Joker 2* was released in North America in September 19, 2011. There is also an Android title, *Dragon Quest Monsters: Wanted!* (ドラゴンクエストモンスターズ Wanted！ Help:Installing Japanese character sets).

Dragon Quest has also produced a number of smaller spin-off titles. In two of them players use their special controllers as a sword, swinging it to slash enemies and objects. *Kenshin Dragon Quest: Yomigaerishi Densetsu no Ken* is a stand-alone game in which the controller is shaped like a sword, and a toy shield contains the game's hardware. *Dragon Quest Swords* for the Wii uses the motion sensing Wii Remote as a sword. Another spin-off title, *Slime MoriMori Dragon Quest*, uses the game's popular slime monster as the protagonist, and its sequel, *Dragon Quest Heroes: Rocket Slime*, has been translated into English.Wikipedia:Manual_of_Style_(dates_and_numbers)#Chronological_items There is also a downloadable DSiWare turn-based strategy game, *Dragon Quest Wars* and other titles have been released in Japan for cellphones.

Related media

Music

The *Dragon Quest* soundtracks were composed and arranged by Koichi Sugiyama, who also composed the music for the video games. The first album was released in 1986 and was based on music from the first game, followed by a *Symphonic Suite* album for each game in the main series. The original soundtrack's "eight melodies" approach set the template for most RPG soundtracks released since then, hundreds of which have been organized in a similar manner. The original game's classical score was considered revolutionary for video game music.

Other compilations of *Dragon Quest* music have been released, including *Dragon Quest Game Music Super Collection Vol. 1*. The London Philharmonic performed many of the soundtracks, including a compilation entitled *Symphonic Suite Dragon Quest Complete CD-Box*. Some of the soundtracks include a second disc with the original game music, as with the *Dragon Quest VI* soundtrack. In 2003 SME Visual Works released *Symphonic Suite Dragon Quest Complete CD-Box*, featuring music from the first seven *Dragon Quest* games.

Books and anime

Novels

Beginning in 1989 with three series, the media franchise expanded into other media. There are now a number of anime and book adaptations, including manga, based on the *Dragon Quest* games.

On December 23, 1989, the first light novel series began publication, starting with a two volume set for *Dragon Quest III*.Wikipedia:Verifiability After the success of these titles, Enix expanded the books into a series and began publishing volumes starting from the first game in sequential order. Enix published titles from every main series game previously released and the Torenko's *Mystery Dungeon* series until March 23, 1995.Wikipedia:Vagueness The titles are written from a second-person perspective; the reader determines the next course of action and the stories have multiple endings.

Other printed titles released in 1989 include: *Doragon Kuesuto Monsutā Monogatari* (ドラゴンクエストモンスター物語 *Dragon Quest Monster Story*Help:Installing Japanese character sets); *Doragon Kuesuto Aitemu Monogatari* (ドラゴンクエストアイテム物語 *Dragon Quest Item Story*Help:Installing Japanese character sets); the *Dragon Quest Perfect Collection* series starting with *Dragon Quest Perfect Collection 1990* (ドラゴンクエストパーフェクトコレクション1990Help:Installing Japanese character sets); and the first two *Dragon Quest* novels by Takayashiki Hideo. All of these works have had additional titles published for different games by different authors: Hideo published the first four volumes spanning the first three games; Kumi Saori published ten volumes comprising the next three games; and Hiroyuki Domon published three volumes for *Dragon Quest VII*. Starting with Shinsho Shousetsu Doragon Kuesuto I (新書小□ドラゴンクエストI *lit. New Light Novel Dragon Quest I*Help:Installing Japanese character sets) in 2000, a new series by all three authors began publication. The authors wrote new stories for their respective series, three stories for Hideo, nine for Saori, and three for Domon;Wikipedia:Verifiability with the latter's works featuring illustrations by Daisuke Torii. Several standalone titles and audiobook titles have also been released.

Manga

Dragon Quest manga began publication in *Weekly Shōnen Jump* in 1989. Based on the world of *Dragon Quest*, Riku Sanjo's *Dragon Quest: Dai no Daibōken* was created as a two-chapter short-story entitled *Derupa! Iruiru!* (ダイの大冒険 *lit. In! In! Poof!*Help:Installing Japanese character sets).[9] Its success led to the three-chapter sequel, *Dai Bakuhatsu!!!* (ダイ爆発!!! *lit. Dai Bursts Forth!!!!*Help:Installing Japanese character sets), which set the framework for a later serialization spanning 37 volumes. The series was released as *Fly* in its translations into Spanish, French, Italian, Portuguese, and Arabic.

Anime

In December 1989, *Dragon Quest – Yuusha Abel Densetsu* (*Legend of the Hero Abel*) aired for 43 episodes. It was supervised by Horii, with a story loosely based on *Dragon Quest III*—some characters are similar, but the world is smaller and landmasses are shaped differently. Due to funding issues production was halted, although the series came back under a new related title. The first 13 episodes of the series were translated into English by Saban Entertainment under the title *Dragon Warrior: Legend of the Hero Abel*. Due to its early time slot, and a lawsuit filed by Toriyama for not being credited for his work on character designs, it was never renewed.

Dai no Daibōken's success allowed it to make the transition into an anime by Toei Animation, produced from October 17, 1991, to September 24, 1992. This series lasted 46 episodes.

On April 20, 1996, a film called *Dragon Quest Saga – The Crest of Roto* also aired.

Other manga

Other manga based on the games have been published. The longest-running of these, *Emblem of Roto*, *Warriors of Eden*, and *Maboroshi no Daichi*, were published in *Monthly Shōnen Gangan*. *Emblem of Roto*, by Chiaki Kawamata and Junji Koyanagi, with art by Kamui Fujiwara, consists of twenty-one volumes published between 1991 and 1997. In 2004 Young Gangan ran a mini-series called *Emblem of Roto Returns*. It takes place between the timeframe of *Dragon Quest III* and *Dragon Quest I*. *Warriors of Eden* consists of eleven volumes, with art by Fujiwara. The series is a retelling of *Dragon Quest VII* with some minor changes. *Maboroshi no Daichi* consists of ten volumes. The series is a retelling of *Dragon Quest VI* with some minor changes. Other shorter manga series have been released including several based on other games, some official 4koma strips, and a manga about the making of the original *Dragon Quest* game.

The Road to Dragon Quest (ドラゴンクエストへの道 *Dragon Quest e no Michi*Help:Installing Japanese character sets) is a manga about the creators of *Dragon Quest*, published by Enix. The single-volume manga was released in 1990 and produced by Ishimori Productions. It focuses on the creation of the series and stars

Yujii Hori, Koichi Nakamura (the main programmer), Koichi Sugiyama, Akira Toriyama, and Yukinobu Chida (producer).

Development

The series' monsters, characters, and box art were designed by Toriyama. The music for the *Dragon Quest* series was composed by Koichi Sugiyama. In the past, *Dragon Quest* games have been developed by Chunsoft, Heartbeat, ArtePiazza and, starting with *Dragon Quest VIII*, Level-5. Horii's company, Armor Project, is in charge of the *Dragon Quest* games that were published by Enix and Square Enix.

History

In 1982 Enix sponsored a video game programming contest in Japan which brought much of the *Dragon Quest* team together, including creator Yuji Horii. The prize was a trip to the United States and a visit to AppleFest '83 in San Francisco, where Horii discovered the *Wizardry* video game series. The contest winners Koichi Nakamura and Yukinobu Chida, together with Horii, released the Enix NES game *The Portopia Serial Murder Case*. Music composer Sugiyama, known for composing jingles and pop songs, was impressed with the group's work and sent a postcard to Enix praising the software. Enix asked him to compose music for some of its games. The group then decided to make a role-playing video game that combined elements from the western RPGs *Wizardry* and *Ultima*.[10] Horii wanted to introduce the concept of RPGs to the wider Japanese video game audience. He chose the Famicom because, unlike arcade games, players would not have to worry about spending more money if they got a "game over", and could continue playing from a save point. Horii used the full-screen map of *Ultima* and the battle and statistics-oriented *Wizardry* screens to create the gameplay of *Dragon Quest*. *Dragon Ball* creator and manga artist Akira Toriyama, who knew of Horii through the manga magazine *Weekly Shōnen Jump*, was commissioned to illustrate the characters and monsters to separate the game from other role-playing games of the time. The primary game designs were conceived by Horii before being handed to Toriyama to re-draw under Horii's supervision. When Horii first created *Dragon Quest* many people doubted that a fantasy series with swords and dungeons, instead of science fiction elements, would become popular in Japan; however, the series has become very popular there. Since then Horii has been the games' scenario director. *Dragon Quest* was Sugiyama's second video game he had composed for, *Wingman 2* being his first. He says it took him five minutes to compose the original opening theme. His musical motifs from the first game have remained relatively intact.

The first six *Dragon Quest* stories are divided into two trilogies. The first three games of the series tell the story of the legendary hero known as Roto (Erdrick or Loto in some versions). *Dragon Quest IV-VI* are based around a castle in the sky called Zenithia, referred to as the *Tenku* in Japan, meaning "heaven". Games in the main series from *Dragon Quest VII* onwards are stand-alone games.

The early *Dragon Quest* games were released under the title *Dragon Warrior* in North America to avoid trademark conflict with the pen-and-paper role-playing game *Dragon Quest*, which was published by Simulations Publications in the 1980s until the company's 1982 bankruptcy and acquisition by TSR, Inc.. TSR continued publishing the line as an alternative to *Dungeons & Dragons* (*D&D*) until 1987. On July 23, 2002, Square Enix registered the *Dragon Quest* trademark in the United States for use with manuals, video cassette tapes, and other video game software. On October 8, 2003, Square Enix filed for a more comprehensive *Dragon Quest* trademark. *Dragon Quest VIII: Journey of the Cursed King* became the first *Dragon Quest* game released outside Japan, all previous games having used the *Dragon Warrior* title.

Dragon Quest was not as successful outside Japan, as it was eclipsed by another RPG series, *Final Fantasy*. Because of Enix's closure in the mid-1990s, *Dragon Quest V* and *Dragon Quest VI* were not officially released in North America. No games were released in Europe prior to the spin-off *Dragon Quest Monsters*. With the merger of Square and Enix in 2003, *Dragon Quest* games were released in numerous markets. In May 2008 Square Enix announced localizations of the NDS remakes of *Dragon Quest IV*, *V*, and *VI* for North America and the PAL region,

commonly referred to as the "Zenithia" or "Tenku trilogy". With this announcement, all the main *Dragon Quest* games have been released outside of Japan. The ninth instalment was released in Japan for NDS on July 11, 2009. The North American version was released on July 11, 2010, while the European version came out on July 23, 2010. The tenth instalment of the main series is currently in development for the Wii. Nintendo has been a major publisher outside Japan for the main *Dragon Quest* games, publishing the first *Dragon Quest* game in North America, and recently publishing *Dragon Quest IX* worldwide outside Japan; the NDS version of *Dragon Quest VI* is published by Nintendo in North America.

Creation and design

> At the time I first made *Dragon Quest*, computer and video game RPGs were still very much in the realm of hardcore fans and not very accessible to other players. So I decided to create a system that was easy to understand and emotionally involving, and then placed my story within that framework.
>
> Yuji Horii on the design of the first *Dragon Quest*

When designing *Dragon Quest*, Horii play-tests the games to make certain the controls feel right. This includes going into meticulous details such as how fast a page opens or the way a door opens. According to Horii, "... little things like here and there the controls not feeling right and such can really grate the players' nerves if the tempo isn't right." He believes players should be able to control the game unconsciously, which is not easy to accomplish. Horii tries to design the games in such a way that players never need to read a manual nor play through a tutorial in order to figure out how to play the game, and tries to create good storylines with short dialogues. Ryutaro Ichimura, who has worked on *Dragon Quest* titles with Horii since *Dragon Quest VIII*, has implemented Horii's suggestions even when it is not obvious why his ideas will work. "[A] lot of the time when he [Horii] points these things out, we cannot see them at first, but eventually you get it."

Dragon Quest games have an overall upbeat feeling. The typical *Dragon Quest* plot involves the player controlling a party of heroes to defeat an ultimate evil villain, who usually threatens the world in some way. The plot-line often consists of smaller stories that involve encounters with other characters. This linear plot-line is intentional, to help ease the generally high learning curve RPGs have for those unaccustomed to them. The gameplay is designed to allow players to decide when, and whether, to pursue certain storyline paths. To ensure players continue to enjoy playing the game, no storyline path is made without some kind of reward and, to help ease players who may be apprehensive about whether they are on the right path, the distance the character has to travel to get rewarded is reduced at the beginning of the game. While the player never starts the game in a wholly non-linear way, they usually allow players to explore an open world in a non-linear manner following an early linear section of the game. Early character levels start players off with more hit points and a substantially increasing growth at later levels, although the effective bonuses of every additional level decreases.

While Toriyama would later become more widely known with the success of *Dragon Ball Z* in North America, when *Dragon Quest* was released he was an unknown outside Japan. While the *Dragon Quest*'s hero was drawn in a super deformed manga style, the *Dragon Warrior* localization had him drawn in the "West's template of a medieval hero". The trend continued through the first four games, although the artwork for weapons and armor began using more of Toriyama's original artwork for *Dragon Warrior III* and *IV*. However, while the bookets' artwork was altered, the setting and poses remained virtually identical.

The games always feature a number of religious overtones; after the first *Dragon Warrior* game saving, and reviving characters who have died, is performed by clergy in churches. Bishops wander around the over-world of *Dragon Quest Monsters* and can heal wounded characters. The final enemy in some of the *Dragon Quest* games is called the Demon Lord; for instance in *Dragon Quest VII*, the Demon Lord (known as Orgodemir in that particular game) is the final boss, and there is a sidequest to battle against God. The first four *Dragon Quest* titles were subjected to censorship in their North American localizations, largely in keeping with Nintendo of America's content guidelines at the time that placed severe restrictions on religious iconography and mature content. When these games were

remade for the Game Boy Color, most censorship was removed. The translated versions of the games have largely followed the originals since *Dragon Quest VII*.

Cultural impact

Starting in *Dragon Quest III*, Patty's Pub began to appear in *Dragon Quest* games. With the release of *Dragon Quest IX*, this fictional inn became a real-world location: Patty's Pub opened as a tourist destination in Akihabara in Tokyo after *Dragon Quest IX*'s release. The venue provides a meeting location where players can exchange treasure maps and maps where characters who only appear once during normal gameplay can be found. Players often make Akihabara a destination when visiting Tokyo just to get a valuable map.WP:NOTRS



Patty's Pub, aka Luida's Bar, at Roppongi, Minato, Tokyo, Japan

Dragon Quest has become a cultural phenomenon in Japan. According to Ryutaro Ichimura and Yuji Horii, *Dragon Quest* has become popular enough that it is used as a common topic for conversation in Japan, and is considered by the Japanese gaming industry as Japan's national game. William Cassidy of GameSpy claims that "the common wisdom is that if you ask someone from Japan to draw 'Slime,' he'll draw the onion-like shape of the weak enemies from the game." There is an urban myth that the release of *Dragon Quest III* caused a law to be passed in Japan banning the sale of *Dragon Quest* games or video games in general except on certain days such as weekends or national holidays. When *III* was released in Japan, over 300 schoolchildren were arrested for truancy while waiting in stores for the game to be released. The rumor claims there was a measurable dip in productivity when a *Dragon Quest* game was released and although muggings of *Dragon Quest* titles became so widespread there were hearings in the Japanese Diet, no law was ever passed. However, the Japanese release of every Dragon Quest title continued to be on a Saturday until the release of Dragon Quest X, which was released on Thursday, August 2, 2012. Nevertheless, each new Dragon Quest launch is widely anticipated.

For its 2012 April Fool's Hoax, Google announced a "NES version" of its Google Maps service, which uses graphics and music licensed from *Dragon Quest*.

Dragon Quest's music has been influential on various sectors of the performing arts. It is the first video game series to receive live-action ballet adaptations, and musical concerts and audio CDs were produced based on the *Dragon Quest* universe. Since 1987 the series' music is performed annually in concert halls throughout Japan. Early *Dragon Quest* concerts inspired Nobuo Uematsu's *Final Fantasy* compositions.

Legacy and reception

As of June 2014, the *Dragon Quest* series has sold over 64 million units worldwide and is one of the most popular video game series in Japan. All games in the main series, and its many spin-offs, have sold over a million copies in Japan and some games have sold over four million copies. The remake of *Dragon Quest VI* sold 0.91 million copies in Japan in the first four days after its release, an exceptional sales figure for a remake. In 2006 readers of the Japanese gaming magazine *Famitsu* voted on the hundred best video games of all time. *Dragon Quest III* was third, *Dragon Quest VIII* fourth, *Dragon Quest VII* ninth, *Dragon Quest V* eleventh, *Dragon Quest IV* fourteenth, *Dragon Quest II* seventeenth, *Dragon Quest* thirtieth, and *Dragon Quest VI* thirty-fourth. In 2009 Horii received a special award at the Computer Entertainment Supplier's Association Developers Conference for his work on the *Dragon Quest* franchise.

According to Satoru Iwata, president of Nintendo, *Dragon Quest*'s widespread appeal is that it is "made so that anyone can play it...and anyone can enjoy it depending on their different levels and interests." According to him, *Dragon Quest* is designed for anyone to pick up without needing to read the manual in order to understand it.

Ryutaro Ichimura, producer at Square Enix, who has played the game since he was a child, says the *Dragon Quest* storylines allow players to experience a moving sense of achievement where they take the role of a hero saving the world. Horii believes the ability to appeal to larger audiences of casual gamers, while not alienating the more hardcore gamers, is due to being able to lower the initial hurdle without making it too easy. Iwata and Ichimura believe it is because the games are created in a way that allows both groups to pursue their own goals; casual gamers can enjoy the storyline and battles, but for those who want more there is still content for them to pursue.

Although the series is extremely popular in Japan, by 2002 the success in Japan had not transferred to North America. Although the first four games to be released in America generally received good reviews, Nintendo had to give away copies of *Dragon Warrior*. However, those four games have been among the most sought-after titles for the NES, especially *Dragon Warrior III* and *IV*. It was not until *Dragon Warrior VII* was released that *Dragon Quest* became critically acclaimed in North America, although reception was still mixed. The series gained more universal praise with *Dragon Quest VIII*, and began to sell better outside Japan and *Dragon Quest IX* sold over 1 million copies outside Japan.

The original *Dragon Quest* game is often cited as the first console RPG. GameSpot called the original *Dragon Quest* one of the fifteen most influential games of all time and the "most influential role-playing games of all time", stating that nearly all Japanese RPGs since then have drawn from its gameplay "in some shape or form." In response to a survey, Gamasutra cites Quinton Klabon of Dartmouth College as stating *Dragon Warrior* translated the *D&D* experience to video games and set the genre standards. Several games such as *Mother*, *Breath of Fire* and *Lufia & the Fortress of Doom* were inspired by various *Dragon Quest* titles. *Dragon Quest III*'s class-changing system would shape other RPGs, especially the *Final Fantasy* series. Early games in the series are also credited with affecting *D&D*'s leveling system to even out its randomness by giving more bonuses early on and giving starting characters maximum hit points at their initial level. *Dragon Quest IV*'s "Tactics" system, where the player can set the AI routines for NPCs, is seen as a precursor to *Final Fantasy XII*'s "Gambits" system. *Dragon Quest V* is cited as having monster recruiting and training mechanics that inspired monster-collecting RPGs such as *Pokémon*, *Digimon*, and *Dokapon*, and in turn the modern trend of collecting achievements. *Dragon Quest V* also introduced the concept of a playable pregnancy. The real world and dream world setting of *Dragon Quest VI* is considered an influence on the later Square RPGs *Chrono Cross* and *Final Fantasy X*. The *Dragon Quest* series was recognized by Guinness World Records, with six world records in the Guinness World Records Gamer's Edition. These records include "Best Selling Role Playing Game on the Super Famicom", "Fastest Selling Game in Japan", and "First Video Game Series to Inspire a Ballet".

One of the main aspects of the series that critics point out, either positively or negatively, is that the series "never strays from its classic roots." Unlike other modern, complex RPGs, *Dragon Quest* on the DS retains the simple gameplay from the first game that many critics find refreshing and nostalgic. Points of contention are its battle system, comparatively simplistic storylines, lack of character development, simplistic primitive-looking graphics (in earlier titles), and the overall difficulty of the game. These arguments are countered by noting its strength in episodic storytelling with the various non-player characters the party meets. The stories avoid melodrama and feature more simplistic characters than *Final Fantasy*'s Squall Leonhart or Tidus, who is a source of contention; battles are simple and finish quickly. As for difficulty, Yuji Horii is noted as a gambler. The lack of save points and the general difficulty of the battles were included with the intention of adding a sense of tension. Because of this added difficulty, the punishment for the party's death was toned down compared to other games by simply going back to where you had last saved, with half of your gold on hand. When asked about criticism of *Dragon Quest* games, Horii says he does not mind, it means the critics played the game and he would rather know their concerns than remain ignorant.

Notes

[1] http://www.dragonquest.jp/

[2] http://dragonquest.nintendo.com/

[3] Due to the inconsistent usage by sources since Square Enix obtained the naming rights to *Dragon Quest* in North America, *Dragon Quest* has been used by sources to refer to games released solely under the *Dragon Warrior* title. For this article, the title *Dragon Quest* is used in preference to *Dragon Warrior* except when talking about those specific North American releases.

[4] The Japanese release of *Dragon Quest VIII* retains the text menus. However all versions of *Dragon Quest IX* use graphic menus.

[5] The original NES games and the DS remakes have this removed while the PS1 and PS2 games *Dragon Quest IX* and GBC remakes include this.

[6] Most of the basic classes have undergone name changes in their English translation. The Cleric class underwent several name changes. It was originally known as the Pilgrim in *Dragon Warrior III* and in *Dragon Quest VI* and *Dragon Quest IX* it changed to Priest; the Fighter class was changed in *Dragon Quest VI* and *Dragon Quest IX* to Martial Artist; the Jester class was originally known as Goof-off in *Dragon Warrior III* and was changed to Gadabout in *Dragon Quest VI*; the Warrior class was originally known as Soldier in *Dragon Warrior III*, and the translation for the Mage has alternated between Mage and Wizard, depending on the *Dragon Quest* title.

[7] In every game except *Dragon Quest VI* the blue slime is encountered in the first overworld area with monsters—in *Dragon Quest VII* the first overland area has no monster encounters—the players explore.

[8] Erdrick is known as Loto in the North American remakes of the Game Boy Color version of the first three games.
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[9] means to cause something to be contained within magic cylinders. is the sound a puff of smoke makes.

[10] While *Wizardry* and *Ultima* are under the broad category of role-playing video games, they are personal computer games, not video game console games.

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External links

- Nintendo's official *Dragon Quest* website (http://dragonquest.nintendo.com/)
- Official *Dragon Quest* website (http://www.dragonquest.jp/)**(Japanese)**
- Dragon Warrior / Dragon Quest series (http://www.mobygames.com/game-group/dragon-warrior-dragon-quest-series) at MobyGames
- *Dragon Warrior*Series (http://www.dmoz.org/Games/Video_Games/Roleplaying/D/Dragon_Warrior_Series) at DMOZ
- The Dragon Quest and Dragon Warrior Shrine (http://www.dqshrine.com/index2.htm)
- Dragon Quest Wiki (http://dragon-quest.org/wiki/Main_Page)

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